



A collage of two circular images. The top image shows a film set with a large screen displaying a volcanic eruption, with crew members and equipment visible. The bottom image shows two graduates in caps and gowns, one making a peace sign.



Divisions, Programs and Degrees Offered

DIVISION OF CINEMA & MEDIA STUDIES

Bachelor of Arts, Master of Arts, Doctor of Philosophy

DIVISION OF FILM & TELEVISION PRODUCTION

Bachelor of Fine Arts, Bachelor of Arts, Master of Fine Arts

JOHN C. HENCH DIVISION OF ANIMATION + DIGITAL ARTS

Bachelor of Fine Arts, Master of Fine Arts

INTERACTIVE MEDIA & GAMES

Bachelor of Fine Arts, Master of Arts, Master of Fine Arts,
Master of Science

MEDIA ARTS + PRACTICE

Bachelor of Arts, Doctor of Philosophy

PETER STARK PRODUCING PROGRAM

Master of Fine Arts

JOHN WELLS DIVISION OF WRITING FOR SCREEN & TELEVISION

Bachelor of Fine Arts, Master of Fine Arts

EXPANDED ANIMATION RESEARCH + PRACTICE

Master of Fine Arts

JOHN H. MITCHELL BUSINESS OF CINEMATIC ARTS

Bachelor of Science, Business of Cinematic Arts

Undergraduate Minors

3D Animation in Cinematic Arts
Business of Cinematic Arts
Cinematic Arts
Comedy
Digital Studies
Documentary
Entertainment Industry
Future Cinema
Game Audio

Game Design
Game Entrepreneurism
Game Studies
Game User Research
Immersive Media
Media and Social Change
Screenwriting
Themed Entertainment

Honors And Graduate Certificates

Business of Entertainment
Cinematic Arts Archiving and Preservation
Digital Media & Culture
Multimedia Scholarship
Writing for Screen & Television



WELCOME TO SCA!

Everything we do at the School of Cinematic Arts (SCA) is focused on equipping our students for leadership roles as media scholars, content creators, entertainment industry executives, and entrepreneurs.

As the only media school in the world that teaches all the major disciplines of the Cinematic Arts, SCA offers a uniquely interdisciplinary learning experience. Our students take classes across seven divisions that cover the breadth of film, television, and interactive media. They are exposed to the latest technological advances and storytelling techniques of the industry and have opportunities to meet and network with some of its most successful practitioners.

Underlying our cutting-edge programs is the liberal arts curriculum of one of the world's best research universities, known for its vibrant campus life and robust alumni networks. Our location in the heart of Los Angeles also allows us to access and partner with producers and distributors of all forms of media.

Throughout our history, SCA has been known for graduating creative visionaries who are master technicians as well as masterful storytellers. Our alumni have played key roles in each of the top ten blockbusters of all time, as well as some of the most acclaimed independent films. They have ushered in a new golden age of television, and are already reinventing the video game industry and exploring new frontiers of immersive experiences.

An SCA education is designed to serve as a competitive advantage in the professional world. That's why the entertainment industry looks to SCA first when recruiting its next generation of innovative leaders.

There simply isn't a better place in the world to learn the art and business of the moving image than the USC School of Cinematic Arts.

cinema.usc.edu

#1 on *The Hollywood Reporter's* List of Top 25 Film Schools in the U.S. for ten consecutive years.

#1 on Princeton Review's List of Top Game Design Programs in North America.

#1 on The Wrap's List of Top 50 Film Schools.

You

STORYTELLER

Nothing makes you happier than to engage an audience with a compelling tale that could inspire joy, tears, or even change the world!

AUTHENTIC

You're willing to tell "your story" so you always bring your unique voice and experiences to your creative work.

COLLABORATOR

Your teammates can depend on you when it comes to making any project a success.

PROFESSIONAL

Whether it's being on time or making sure you give your best effort, your reputation as a collaborator depends on how you conduct yourself in the classroom and on set.

EMPATHETIC

Creativity requires vulnerability and you understand and support your collaborators giving of themselves.

EVOLVING

This is your time to grow. That means there will be successes, and there will be failures. But most of all, there will be learning, and that's what it takes to move forward.

Someone passionate about creating film, television, and interactive projects with a personal touch. Someone like... you!

What makes a School of Cinematic Arts student?



DIVISION OF CINEMA & MEDIA STUDIES

DEGREES OFFERED: **B.A., M.A., Ph.D.**

The Division of Cinema & Media Studies (CAMS) provides a humanities education for the future, offering students a deep understanding of the artistic, cultural, commercial, historical, and political contexts of media creation, production, distribution, and consumption.

CAMS students learn critical thinking skills that prepare them to pursue diverse media careers as scholars, creators, critics, researchers, lawyers, or executives working at international studios, talent agencies, film festivals, museums, archives, and in higher education.

As a CAMS undergraduate student you are exposed to a vast array of media, ranging from Hollywood and international blockbusters to avant-garde films; from classic television to streaming video and social media; learning to examine their structure, history, politics, and impact. You learn how to analyze moving images and texts, conduct research, and make strong arguments, acquiring the insight critical to shape the future of culture. A Cinema & Media Studies major

offers a 360-degree view of the field, as it imparts a deep understanding of the influences behind media production, the cultural forces driving artistic techniques, media's role in social justice, and the impact of media on society. This prepares you for a large variety of careers, as well as graduate studies, from law and business school to humanities PhDs.

The graduate programs in the Division of Cinema & Media Studies offer a rigorous exploration of media cultures as a product of creative expression, technology, business, politics, history, and economics. CAMS MA and PhD alumni work across every major program and department in the discipline to create award-winning, field-defining work, shaping scholarship and practice of film and media through their books, articles, curatorial, institutional, and creative work.

A Cinema and Media Studies degree establishes the academic foundation necessary for you to excel in a constantly evolving field.

Learn more and apply at

cinema.usc.edu/MediaStudies

POSSIBLE CAREER PATHS:

Executive (Business, Marketing, Development), Creator, Writer, Critic, Researcher, Curator, Agent, Manager, Academia

RECENT ALUMNI:

Jacqueline Johnson, PhD '24
Assistant Teaching Professor,
University of Pittsburgh

Emily Rauber-Rodriguez, PhD '23
Assistant Curator,
Academy Museum of Motion Pictures

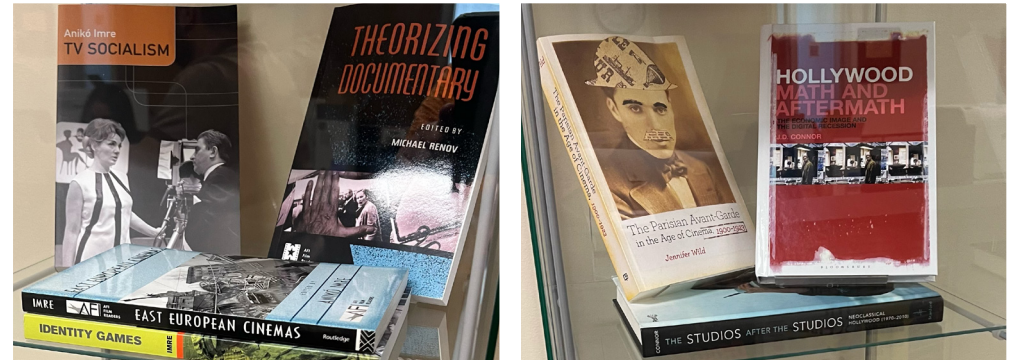
Gabby Aguilar, MA '21
Executive Assistant for
Authentic Talent and Literary Management

Emma Hughes, MA '21
Education & Special Programs Manager for
NewFilmmakers Los Angeles (NFMLA)

Payton Ewalt, BA '24
Associate Shorts Programmer,
American Film Institute

Amy Chen, BA '23
Executive Assistant, Janet Yang Productions

Kam Copeland, PhD '23
Assistant Professor, Ohio State University





DIVISION OF FILM & TELEVISION PRODUCTION

DEGREES OFFERED: **B.F.A., B.A., M.F.A.**

The Division of Film & Television Production offers the world's most comprehensive education for making compelling content for screens of every size.

In this division you will learn all the disciplines of the production process. The Division of Film & Television Production ("Production") is the School of Cinematic Arts' largest. The work made by Production students has led SCA to be widely considered the best film school in the world!

In Production, you'll hone your skills in facilities that equal those of any top-ranked studio. You'll also be guided by faculty comprised of some of the field's most accomplished practitioners, many of whom worked on the films and television shows that first inspired your interest in creating content.

Film and television production as a field is constantly changing, with new techniques and production processes that make this an

exciting profession. But what makes our industry transformational is the diversity of talent, ideas, and storytelling that creators bring to a project. In addition to technical training, you'll learn how to develop and communicate your own unique vision, how to bring your characters and storylines to life, and how to collaborate with your classmates who may become some of your creative partners in the future.

While you're at SCA, you'll also meet some of the biggest names in the industry, including many of the school's celebrated alumni. You'll learn the history and language of filmmaking, and how to communicate your ideas to the people who can help you execute them.

If you're looking for the gold standard in production faculty expertise, and the facilities and hands-on experience to match, this is the place for you!

Learn more and apply at

cinema.usc.edu/production

POSSIBLE CAREER PATHS:

Directing, Producing, Cinematography, Editing, Sound, and Production Design

RECENT ALUMNI:

Israel Gomez, BFA '22
Production Assistant, Paramount Plus


Derek Sepe, MFA '17
Founder & Sound Mixer/Editor, Sepe Sound, LLC /
Puget Sound Design
Founder, Citadel Production Rentals
Board Member, Louisville Film Society

Harry Locke IV, MFA '18
Post Production Engineer & Colorist,
Different By Design

Orlee-Rose Strauss, MFA '13
In-House Producer, Supermarché

Elise Brown, MFA '18
Writer, Showtime





JOHN C. HENCH DIVISION OF ANIMATION + DIGITAL ARTS

DEGREES OFFERED: **B.F.A., M.F.A.**

MINOR OFFERED: **3D Animation in Cinematic Arts**

Animation was the first moving image artform and continues to be at the forefront of cinematic storytelling.

The John C. Hench Division of Animation + Digital Arts teaches the artistry of animation in a multitude of forms and encourages exploration of all the ways animation is transforming the worlds of art and industry. Whether in entertainment art, visual storytelling, digital effects, real-time animation, game design, virtual production, or immersive reality, your animation skills will give you unprecedented career choices as a talented artist and content creator.

The most important work you will do is in developing your own artistry. Your unique sensibilities and passion as an artist give your subjects animated vibrancy. You will also grow as a well-rounded creative collaborator, with other students in the School of Cinematic Arts, and across the USC campus with art, music, dance,

drama, architecture and engineering students to name a few. The Animation Division provides opportunities for students to specialize in pursuing professional career aspirations while honing their personal and artistic vision.

The John C. Hench Division of Animation + Digital Arts is home to the Marilyn and Jeffrey Katzenberg Center for Animation which houses a Cintiq lab, classrooms, figure drawing facilities, an animation library, collaboration areas, and other resources. Our classes also provide access to the IMAX theater, motion capture stage and sound production facilities. You will be guided by faculty with extensive professional studio experience and have access to all the tools necessary to bring your creative visions to life.

Learn more and apply at

cinema.usc.edu/animation
animation.usc.edu

POSSIBLE CAREER PATHS:

Animation Director, VFX Supervisor,
Character Animator, Compositor, Effects
Artist

RECENT ALUMNI:

Xi (Jake) Wang, MFA '20
Previs Animator
Digital Domain

Cheng Guo, MFA '20
Visual Development Artist
Warner Bros Animation

Greg Garay, MFA '20
Storyboard Revisionist
Marvel Studios

Rui Huang, MFA '21
3D Generalist
Buck

Julia Fleisig, BA '20
Production Assistant
Netflix Animation

Jacqueline Howard, BA '20
Assistant Production Manager
Warner Bros Entertainment





INTERACTIVE MEDIA & GAMES

DEGREES OFFERED: **B.F.A., M.A., M.S., M.F.A.**

MINORS OFFERED: **Game Studies, Game Audio, Game Design, Immersive Media, Game Entrepreneurism, Game User Research, Themed Entertainment**

Interactive Media & Games (IMGD) is the home of the #1-ranked program in Game Design, and forms half of USC Games, a cross-disciplinary collaboration with USC's Viterbi School of Engineering.

IMGD is a center for imaginative exploration. This program is home to seasoned faculty, an unprecedented industry network, world-class research labs, and the USC Trojans Esports Organization.

As a student in IMGD, you will learn how to work creatively in a constantly evolving industry, be challenged while having fun, and regularly conceive new products and new opportunities. You'll create expressive games and meaningful experiences designed to entertain, enrich, heal, educate, and immerse future audiences of all ages.

Launched in 2002, IMGD has been a pioneer in advancements in the fields of game design and immersive entertainment. Here is where some of the first VR headsets were created; where ideas for studios like thatgamecompany, co-founded by Jenova Chen and Kellee Santiago, Survios, co-founded by Nathan Burba and James Iliff, and Tender Claws, founded by Samantha Gorman, first formed; where work that resulted in hit games like Journey, Sky, Outer Wilds, Where Cards Fall, and One Hand Clapping began. IMGD is the home of the first academic game-design label (USC Games Publishing) and a startup mentorship

program (USC Games Bridge Program); and where, once a year, the USC Games Expo is held, the largest games academic showcase in the world. It has recently launched a new cross-disciplinary course, Games as a Service & Live Operations (GLO), focused on exposing students to designing "always on" games.

This is also where the future of the industry is being invented. Our foundational undergraduate degree offers a BFA in Game Development and Interactive Design, providing project-based instruction that integrates all disciplines—development, production, narrative design, level design, audio, user interface, user testing, and more. Recently added degrees include Game Art & Animation, teaching students to create art assets for game projects, and Themed Entertainment, integrating the skills needed to develop immersive physical attractions. An IMGD degree allows for exploration of all aspects of game design and development—digital, tabletop, mobile, VR, and AR—and empowers its students to see themselves as the next generation of creators. It is also the home of the Gerald A. Lawson Fund, which supports the enrollment of students from all communities and reflects its commitment to a truly inclusive games industry.

Learn more and apply at
cinema.usc.edu/interactive
games.usc.edu

POSSIBLE CAREER PATHS:

Game or Interactivity Designer, Producer, Programmer, Animator, Audio Designer, Writer, User Researcher, Publisher, Entrepreneur

RECENT ALUMNI:

Rudi Vanzin, MFA '20
Producer, Ad Hoc Studio

Dan Qiao, MFA '21
Staff Area Designer, Obsidian

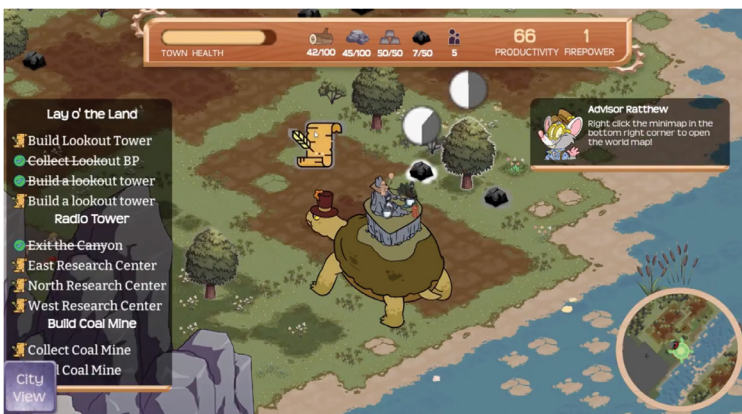
Morgan Kuligowski, MA '21
Payload Operations Director, NASA

Michelle Pina, BA '20
Senior Activity Designer, Full Circle Studio

Francesca Palamara, MFA '20
Art Director, Epic Games

Sullivan Zack, BA '21
Associate Game Designer, Treyarch

Tanya Huang
Lead Game Producer, Blizzard





MEDIA ARTS + PRACTICE

DEGREES OFFERED: **B.A., Ph.D.**

MINOR OFFERED: **Digital Studies, Future Cinema, Media and Social Change**

OTHER PROGRAMS: **Graduate Certificate in Digital Media and Culture**

Media Arts + Practice (MA+P) is a dynamic community of artists, designers, and storytellers working to harness the power of digital media and emerging technologies to make the world a better place.

If you want to help shape the future of storytelling, MA+P is the place for you. This unique program is grounded in the belief that today's creative professionals must be skilled creators across a variety of media platforms, with a solid understanding of the history, theory, and ethics of contemporary artistic expression.

As a MA+P student, you will develop foundational skills in video, sound, graphic design, and basic coding. From there, you will discover new and emerging forms (such as virtual and augmented reality, immersive environments, and interactive performance). You will work with pioneering faculty mentors in our cutting-edge research labs and begin to discover your own contributions and expertise. You will take classes across a variety of disciplines, both within and beyond the School of Cinematic Arts, and

you'll have access to a range of tools, technologies, and facilities, all of which will prepare you to choose a career from a broad array of industries and professional environments.

MA+P graduates go on to become media designers and producers, digital artists, visual strategists, writers, creative directors, and researchers in emergent technologies. They may choose to work in the entertainment industry (film and game production), the design industry (advertising and creative agencies), or the tech industry (product and user experience design). Many students also pursue careers as gallery artists, media scholars, and curators.

In all cases, MA+P graduates seek to contribute their skills and leadership, which are grounded in history and ethics, to their chosen field through dynamic experimentation, technical innovation, and social and cultural activism.

Learn more and apply at

cinema.usc.edu/imap
map.usc.edu

POSSIBLE CAREER PATHS:

Art and Technical Direction, UX/UI Designer, Motion Graphics Designer, Immersive Media Designer, Transmedia Storyteller, Web Development, Product Design, Media Artist and/or Activist

RECENT ALUMNI:

Nali Mandi, '22

Feature Production Assistant, Dreamworks Animation

Jose Guaraco, '22

Senior Graphic Designer, Florida Panthers

Dani Takahashi, '23

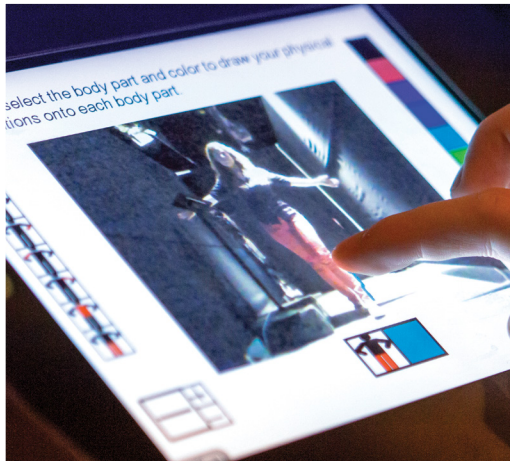
Associate Environment Artist, Skybound Entertainment

Eujue Lee, '23

Product Designer, Microsoft

Luke Greenwood, '23

3D Artist and Motion Designer, Guess? Inc.





PETER STARK PRODUCING PROGRAM

DEGREE OFFERED: **M.F.A.**

The Peter Stark Producing Program is a comprehensive bootcamp of everything it takes to develop, produce, and distribute compelling cinematic media.

Each year the program recruits students from around the world, many of whom are pivoting from careers outside the cinematic arts. They spend two years together as a cohort, in a deep-dive exploration of what it means to be a creative producer, and what it takes to succeed at the job.

Finding a good story, determining its economic feasibility, hiring talented creators to bring it to life, targeting relevant audiences—the creative producer understands how to innovate and problem-solve in ways that preserve the emotional storytelling at the heart of every successful project. The Starkie is therefore both a storyteller and an entrepreneur, who knows how to bring a team together to turn artistic vision into a tangible product.

In an industry where networking yields opportunities, the Stark cohort is an instant contingent of collaborators. Add to that

mentorship by faculty, who as accomplished working professionals bring real-time case studies to the classroom, as well as opportunities to intern at some of the biggest production companies. The result is dynamic training in creativity, collaboration, innovation and apprenticeship that extends throughout professional careers.

Among its graduates, Stark counts studio executives, showrunners, directors, writers, and of course, producers. Stark prepares its students for a choose your own adventure in the business with multiple career paths on the spectrum of creative to business available to them.

Stark alumni have held key creative roles in projects that include *Harlem*, *Wednesday*, *They Cloned Tyrone*, *Red Notice*, *Maid*, *Cruella*, *Adaptation*, *Dexter*, *Pulp Fiction*, and *The Fast and the Furious* series. They also frequently collaborate with graduates of other School of Cinematic Arts divisions. This is where you will find your creative voice.

Learn more and apply at
cinema.usc.edu/Stark

POSSIBLE CAREER PATHS:

Producer, Writer, Showrunner, Director,
Creative Executive, Agent, Manager

RECENT ALUMNI:

Meryam Bouadjemi '20
Strategic Consultant for
Sundance Institute Episodic Lab

Tom Fields '20
Creative Executive for Animation and
Family Programming at Amazon Studios

Ben Levine '21
Motion Picture Literary Assistant at CAA

Shardé Miller '20
Staff Writer and Story Editor at ViacomCBS
for “The Game”

Susie Yoo '21
Business and Legal Affairs at MGM





JOHN WELLS DIVISION OF WRITING FOR SCREEN & TELEVISION

DEGREES OFFERED: **B.F.A., M.F.A.**

MINORS OFFERED: **Screenwriting, Comedy**

In the Cinematic universe, great films, television, series and videogames begin with a feeling, an idea, a dream, and is given life by screenwriters. It all begins with a script.

The John Wells Division of Writing for Screen & Television teaches character-driven storytelling for every form of cinematic media. The Wells faculty is comprised of award-winning screenwriters and filmmakers, who share their experienced insights to a life of writing for all media. It is where the next generation of writers find their voices, learn how to create stories that speak to broad audiences, and excite all manner of entertainment executives looking to acquire great content. It is where our students learn how to turn their ideas into stories that can reach around the world. Media is our world's lingua franca, and the Wells Division of Writing is where students become fluent.

As a student in the Wells Writing Division, you'll be in small, workshop classes that mirror the best practices of professional writers' rooms. You will learn to compose feature-length screenplays, television episodes in comedy and drama, animated and web series, and scripts for games, podcasts, and immersive media. You can collaborate with students from the Division of Film & Television Production and the Peter Stark Producing Program, finding future partners for your creative writing projects.

You will also have enriching experiences outside the classroom. Our "Conversations With" speaker series gives students the chance to meet and interact with the most influential and successful screen and television writers working today. Alumni like Aisha Muharrar (*Parks and Recreation*), David S. Goyer (*The Dark Knight*), Tracy Oliver (*First Wives Club*), Andy Siara (*Palm Springs*), and Zahir McGhee (*Harlem's Kitchen*, *Scandal*) provide guidance and advice on navigating the Industry as they did on their own path to success.

Wells Writing Division students graduate with a portfolio of feature scripts, television pilots, and series episodes. The Division officially announces its graduates to the industry with Script List, a document that is sent to over 300 industry professionals, that highlights each graduating student's available scripts. Graduating students also participate in First Pitch, a showcase with agents, managers, and producers who are all looking for the next great writers!

The John Wells Division of Writing provides an immersive experience that prepares its students for creative and professional success as screen storytellers.

Learn more and apply at

cinema.usc.edu/writing

POSSIBLE CAREER PATHS:

Television Staff Writer, Show Creator, Showrunner, Feature Screenwriter, Novelist, Producer, Manager, Agent, Studio Executive

RECENT ALUMNI:

Mary Bronaugh '20
Staff Writer on *Big City Greens*

Barret Helms '19
Staff Writer on *Sweet Magnolias*

Madison Margeaux '21
Writers' Assistant on *Queen Sugar*

Alex Rubin '21
Showrunner's Assistant on
The Horror of Dolores Roach

Alexa Silver '20
Showrunner's Assistant on *Dollface*

Sheridan Watson '20
Staff Writer on *The Sex Lives of College Girls*



SPECIALTY PROGRAMS

EXPANDED ANIMATION RESEARCH + PRACTICE

DEGREES OFFERED: **M.F.A.**

The Expanded Animation Research + Practice (XA) MFA program welcomes passionate visual artists across all disciplines, regardless of the student's undergraduate major or previous animation experience.

The XA program offers a curriculum that emphasizes creative expression across all platforms. Our areas of study include 2D / 3D / real-time animation, motion capture, VR/AR, VFX, cinematic installation, analog techniques, documentary animation, experimental animation, stop motion, writing & story art, science visualization, sound design, and AI & virtual production.

XA offers an ever-expanding, flexible, and self-directed curriculum, cutting-edge facilities, new technologies, and inspiring guest artists that encourage artistic freedom and experimentation within the animation art form. The culmination of the three-year program is a personal thesis animation project on the platform of the student's choice.

Throughout the three-year program, XA students are offered internships, residencies, field trips, research, teaching, and exhibition opportunities at USC, in Los Angeles, and internationally. Our renowned XA professors mentor students to become the next generation of animation artists, educators, and directors within the arts, academia, and industry.

For international students, our XA MFA program is classified as STEM CIP code: 10.0304: Animation, Interactive Technology, Video Graphics, and Special Effects.

Learn more and apply at cinema.usc.edu/expandedanimation
expandedanimation.usc.edu



SPECIALTY PROGRAMS

SCA SUMMER PROGRAM

The SCA Summer Program offers students aged 16 and older from around the world the opportunity to take accredited USC School of Cinematic Arts classes on the USC campus—without the need for formal admission into a degree program.

This isn't a summer camp; it's an intensive, hands-on immersion into the art, craft, and business of cinematic media, mirroring the challenging curriculum experienced by the School's full-time students. Courses are taught by industry experts and accomplished SCA faculty, ensuring a comprehensive and professional learning experience.

All courses are fully accredited, allowing students to earn elective college credits that are transferable to USC and other universities. Classes take place on the USC campus, where students have access to state-of-the-art facilities, including sound stages, editing rooms, and theaters, as well as industry-standard production equipment. The Program also features a dynamic schedule of screenings, events, seminars, and meetings with renowned film and television directors, actors, producers, and writers.

The Program runs for six weeks, from late June through early August, offering courses in disciplines such as film production, screenwriting, directing, editing, animation, interactive game design, and industry studies. Enrollment opens on December 15 and is available on a first-come, first-served basis until all spots are filled.

For more information on course descriptions, application requirements, housing options, and to take the next step in your academic and creative journey, please visit our SCA Summer Program website and apply today.



cinema.usc.edu/Summer

SPECIALTY PROGRAMS

JOHN H. MITCHELL BUSINESS OF ENTERTAINMENT PROGRAM

Admitted students to the John H. Mitchell Business of Cinematic Arts (BCA) program benefit from being integrated into two world-class institutions, the USC Marshall School of Business and the USC School of Cinematic Arts, for a four-year joint degree. This program trains students to become business professionals in the entertainment industry by simultaneously engaging in business studies, and developing a deep understanding of the entertainment industry.

A prospective BCA student has an expressed interest in business-related fields of cinematic media industries. They apply to the USC Marshall School of Business and the BCA program through the Common App, choosing B.S. Business Administration (Cinematic Arts). They receive core classes at Marshall that focus on business fundamentals, while also taking SCA courses in cinematic arts that expose them to the complex and layered

creative processes of entertainment and media development, production, marketing, and sales. The BCA program is designed to utilize students' passion for entertainment in training them to become the next transformative leaders in the industry.

BCA students learn from entertainment executives who are currently working in the industry, and who bring their experiences to the classroom. Students are also connected to the program's robust alumni network and receive additional hands-on experience through internship opportunities that are part of the program. The SCA Job Board, which offers exclusive listings of jobs and internships, is available to them as well.

The John H. Mitchell Business of Cinematic Arts program is the most informative way to break into the business of the entertainment industry.

RECENT ALUMNI:

Porschia Adler, BS '20
Assistant, TV Scripted, Creative Artists Agency

Nicole McCullough, BS '20
Writers' Assistant at Amazon Studios

Bhaskar Suri, BS '20
Corporate Development, Comcast NBC Universal

Neal Sivasdas, BS '21
Product Marketing Manager, TikTok

Devyn Claire, BS '21
TV Development Assistant, Paramount Television

Allison Brzezinski, BS '22
Agent Assistant, Creative Artists Agency

Connor Tyler, BS '22
Agent Assistant, The Gersh Agency



The John H. Mitchell Business of Entertainment Programs offer the following:

BACHELOR OF SCIENCE, BUSINESS OF CINEMATIC ARTS

The John H. Mitchell Business of Cinematic Arts degree program is designed to utilize students' passion for entertainment and train them to become the next transformative leaders in the industry. Students admitted to the program benefit from being integrated into two world-class institutions, the USC Marshall School of Business and the USC School of Cinematic Arts, earning a Bachelor of Science in the Business of Cinematic Arts. Students take core classes from the Marshall School of Business curriculum, and specialized classes from the School of Cinematic Arts, learning from entertainment executives who are currently working in the industry, and who bring their experiences to the classroom.

Apply to the USC Marshall School of Business and the BCA program through the Common App, choosing B.S. Business of Cinematic Arts.

GRADUATE CERTIFICATE IN THE BUSINESS OF ENTERTAINMENT

This certificate program, also offered in conjunction with the Marshall School of Business, provides a graduate-level education in various aspects of the business of film, television, and emerging media. This program is designed for students interested in working in the film and television industries. Classes are taught by top entertainment industry professionals and students earn a Graduate Certificate in the Business of Entertainment.

Completion of the certificate program requires 16 units of graduate-level coursework.

cinema.usc.edu/Mitchell

CROSS-DIVISION PROGRAMS

No matter your major or school—Animation or Accounting, Gerontology or Games—SCA offers multi-disciplinary programs, initiatives, and organizations available to all USC students.



USC COMEDY

USC Comedy is an innovative interdisciplinary program focused on training students in the creation of all forms of comedic entertainment. Comprised of classes taught by faculty, guest lecturers, and alumni, as well as special workshops and seminars and a student-run comedy club, US Comedians, this one-of-a-kind initiative allows students to benefit from specialized instruction in comedy.

USC Comedy encourages exploration of your own unique interests in developing your creative voice. You can work in a true writers' room environment by taking sitcom writing classes, participate in the production of a half-hour comedy pilot, take a special Master Class on directing comedic performance, or a course called "Creating Viral Comedy." You can also attend special screenings, Q&A sessions, and comedy festivals that bring entertainment's biggest talents to campus. And if you like sketch comedy or live entertainment, you can bolster your resume as a writer, producer, or director for USC Comedy Live!, which airs on SCA's Trojan Vision network.

SCA was also the first and remains one of the only universities in the world to offer a Minor in Comedy, open to all USC students.

cinema.usc.edu/Comedy



MEDIA INSTITUTE FOR SOCIAL CHANGE

As the ways we use media to spread influential ideas and promote change continue to grow, The Media Institute for Social Change (MISC) fosters exploration of the lasting social and cultural impact of the cinematic arts. Through our award-winning production projects and special events, MISC aims to create positive social change in the world.

MISC also promotes social change projects through the provision of scholarships, innovative classes, and research opportunities. No matter your career ambition or social interest, MISC allows you to explore the movements that matter to you most and learn new ways to promote awareness through media.

The Minor in Media and Social Change, a one-of-a-kind interdisciplinary program, offers hands-on classes in production, writing, animation, games, and new media as tools for activism and social change.

cinema.usc.edu/MISC

TROJAN VISION

The Trojan Vision campus television station, located at the Robert Zemeckis Center for Digital Arts, features a state-of-the-art live television studio, video podcast studio, and production facility. Every semester, Trojan Vision allows students enrolled in any USC program to take classes in Television Production and Podcast Production, through classes administered by the School of Cinematic Arts. No prerequisites or prior experience is required.

Trojan Vision television shows are live, and are broadcast to more than 700,000 homes in the greater Los Angeles area, as well as live-streamed online. It's a student-run enterprise, and students can also gain experience in behind-the-scenes management of the station and the programs it produces.

trojanvision.usc.edu

SCA FACILITIES, EQUIPMENT, AND RESOURCES

The Cinematic Arts Complex, completed in 2013, comprises seven main buildings totaling 270,000 square feet. Our campus is a microcosm of the best-equipped film, television and game design studios and production companies, and sits within one of world's best research universities.

As an SCA student, you'll spend your time in the George Lucas and Steven Spielberg Buildings accessing some of the School's essential resources, including the Marcia Lucas Post Production Center, the Ray Stark Family Theatre, the Dana and Albert R. Broccoli Theatre, as well as numerous specially equipped classrooms and offices. The Sumner M. Redstone Production Building holds two state-of-the-art stages—known as Redstone 1 and Redstone 2—featuring 2,600 square feet of production space.

The SCA Production Services Building is where you'll find everything you need for production—an equipment center, scenery and prop shops, hair and makeup facilities—along with screening rooms, offices, and conference areas. The 20th Century Fox Sound Stage is equipped to accommodate innovative lighting designs and has 35 feet of usable vertical space. The Cinematic Arts Instructional Building is comprised of SCA's Student Services suite and Animation Building, featuring the Marilyn and Jeffrey Katzenberg Center for Animation, as well as a screening room, mixing rooms, extensive sound production studio space, and additional classrooms.

The Interactive Media Building is home to SCA's two divisions devoted to emerging media: Interactive Media & Games and Media Arts + Practice. It is also home of the School's leading edge R+D labs, which are focused on emerging areas like interactive architecture; immersive, mobile, and environmental media; crowd-sourced cinema; transmedia storytelling; and virtual, alternate, augmented, and mixed reality experiences.

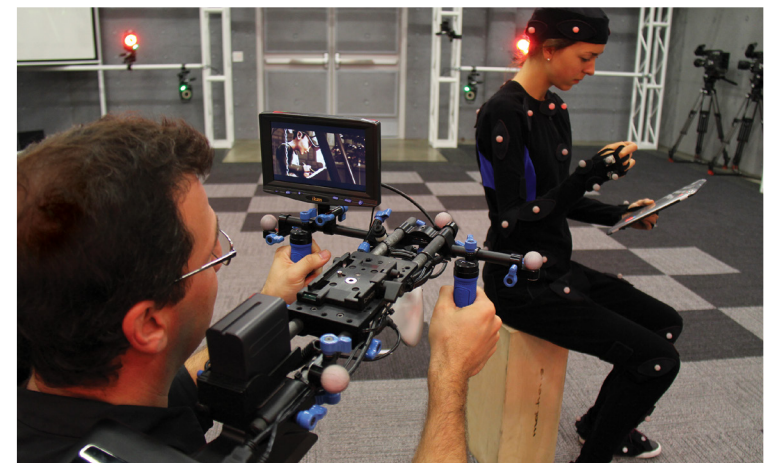
Walk a short distance from the main campus to the 35,000-square-foot Robert Zemeckis Center for Digital



Arts, which houses a performance capture studio, the Michelle & Kevin Douglas IMAX Theatre and Immersive Lab, the World Building Media Lab, five sound stages, as well as Trojan Vision, the award-winning, student-run television station. In the adjacent lot is the Cinematic Arts Station, better known as the "Firehouse" because it has the relocated facade of the historical Firehouse 15 formerly located on Jefferson Avenue. The Firehouse serves as an adaptable space that has been used by gaming quarters for the USC Esports team, as a workshop and maker space by digital arts students, and as a gallery.

Additionally, the School's state-of-the-art movie theater is Frank Sinatra Hall, housed in the Eileen Norris Cinema Theatre Complex. It seats 365 and is equipped with 4K and 3D-capable projection technology and a Vive Audio System from Christie Digital Systems, configured for Dolby Atmos sound technology. The School's facilities also include the John Williams Scoring Stage, which is used for collaborations with composers at the USC Thornton School of Music.

cinema.usc.edu/Facilities



SCA LOCATION

The School of Cinematic Arts is in the heart of Los Angeles, considered the entertainment capital of the world.

The city of Los Angeles is home to the corporate offices and production facilities of leading film, television, game, and media content companies. It is also home to talent agencies, management firms, game and app companies, and independent producers of all forms of media. Archival resources are also in ample supply, affording students access to primary-source materials in film, television, and interactive media, from which they can draw insight and inspiration for their own projects.

In short, our Los Angeles location gives you the ability to start your career while you're still studying. You won't need to relocate after graduation because you'll already be making entertainment for the world in the entertainment capital of the world.



SCA ALUMNI IMPACT

More than 18,000 strong, SCA alumni form a close-knit community in Los Angeles and around the world.

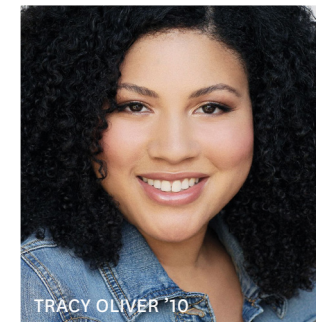
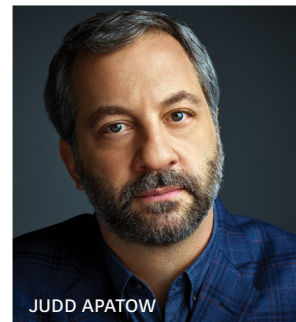
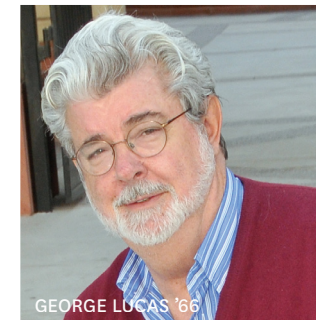
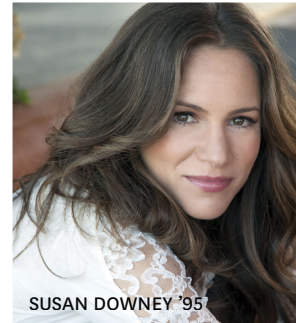
As an SCA student, you will have numerous opportunities to learn from the School's alumni, who work in every major media marketplace around the world, with many holding key decision-making positions as creators, executives and scholars.

SCA alumni interact with students through classroom lectures, alumni screenings, and appearances at numerous School events where they speak about their careers and projects, and show their latest work. Through programs such as First Up and First Jobs, they also return as mentors and recruiters, offering students opportunities to collaborate on projects, or to apply for entry-level jobs on projects or at their companies. Whether they have been out of school for one year, or more than twenty, alumni are eager to share experiences that can help students plan their own futures as professionals.

SCA alumni are responsible for some of the most impactful cinema and scholarship ever created. A sampling of their achievements include:

- Recipients of 330 Oscar nominations, with 96 wins, and 1064 Emmy nominations, with 195 wins
- Alumni have been nominated for an Academy Award every year since 1973
- The highest-grossing film producer of all time: Kevin Feige, President of Marvel Studios
- Appointments to tenure-track positions at prestigious colleges and universities across the United States, as well as in Canada, the United Kingdom, Australia, and Asia.
- The first African-American, and youngest, director to be nominated for an Academy Award in the Best Director category: John Singleton for *Boyz n The Hood*.
- Award-winning work in cutting-edge interactive media, game design and other digital forms of entertainment including virtual reality, projection mapping, hologram entertainment, and immersive themed entertainment.

cinema.usc.edu/Alumni



SCA FACULTY

Every SCA faculty member has worked or is currently working in the media arts.

As a student at the School of Cinematic Arts, you will work hand-in-hand with celebrated filmmakers, game designers, media makers, and scholars whose careers and work have garnered the highest accolades of their field: Oscars, Emmys, Golden Globes, NAACP Leadership Awards, the Humanitas Prize, the Pulitzer Prize, D.I.C.E. Awards, and many others.

They are also members of the most influential professional organizations, including the Academy of Motion Picture Arts and Sciences, the Academy of Television Arts and Sciences, the Society of Motion Picture and Television Engineers, the Writers Guild of America, the Directors Guild of America, the Producers Guild of America, the American Society of Cinematographers, and the Higher Education Video Game Alliance.

Faculty members actively organize and contribute to journals, conventions, events, and discussions to further society's appreciation and understanding of the cinematic arts. Most important, as actively working media professionals, they won't just be instructing and inspiring you in how to create content. They will also consider you a collaborator.

cinema.usc.edu/Faculty



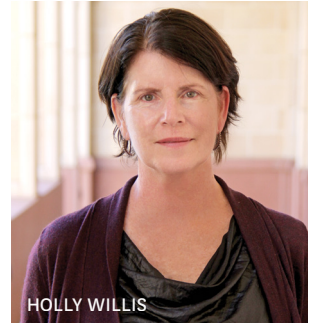
DANNY BILSON



CANDACE RECKINGER



ED SAXON



HOLLY WILLIS



GAIL KATZ



ROBERT TOWNSEND



KARA KEELING



TRACY FULLERTON



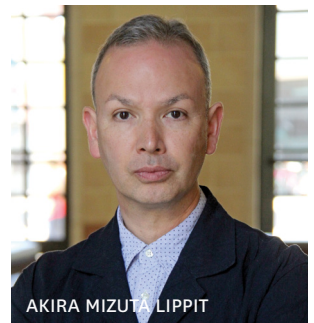
MARY SWEENEY



PRIYA JAIKUMAR



DJ JOHNSON



AKIRA MIZUTA LIPPIT



BRENDA GOODMAN



MICHAEL BODIE

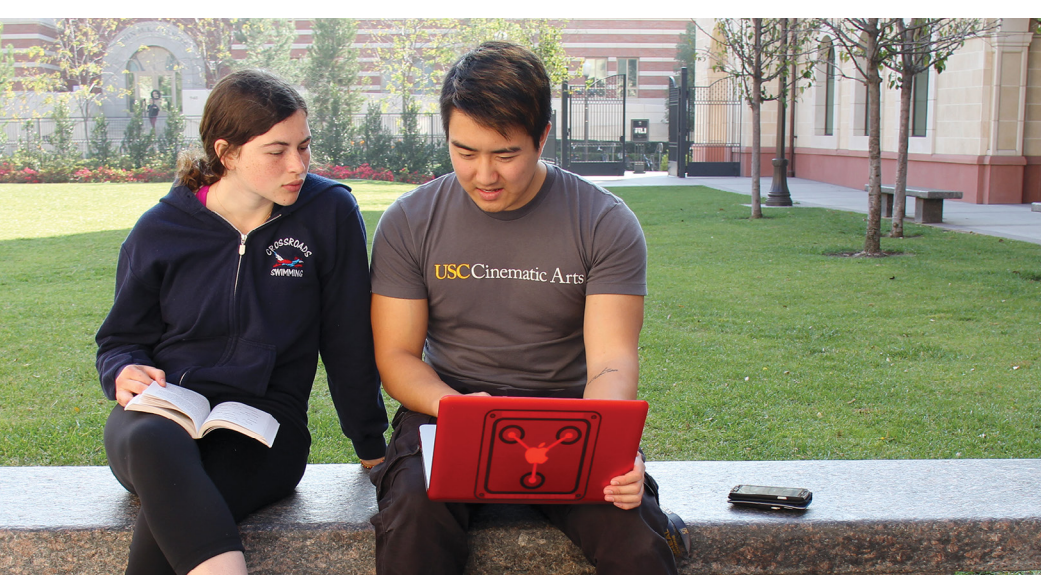


NANCY FORNER



HABIB ZARGARPOUR

OFFICE OF STUDENT SERVICES



ADMISSIONS

The Admissions Office at the School of Cinematic Arts is available to assist prospective students and families interested in learning more about the USC School of Cinematic Arts. The Admissions Office hosts annual admissions events, as well as weekly information sessions that provide information about the School, its divisions and programs, scholarship opportunities and application procedures. Admissions representatives are available to assist students throughout the application process and can be reached at admissions@cinema.usc.edu.

For additional information about upcoming sessions and application procedures:

cinema.usc.edu/Prospective
admissions@cinema.usc.edu



/USCCinema



@USCCinema



@USCCinema



/USCCinematicArts

STUDENT AFFAIRS

The Student Affairs staff provides support and resources to our School of Cinematic Arts student community through a variety of events, programs, and services including the SCA Orientation and Welcome Experience, continuing student engagement opportunities, and the SCA Scholarship Program. Student Affairs provides academic advisement to both majors and minors, including building course plans through graduation, academic petitions and exceptions, course registration, and leaves of absence. Advisors explore with students their educational, personal and professional aspirations and goals and the ways in which USC and SCA can help to achieve them. Student Affairs serves as the centralized resource for our SCA Student Organizations, helping to produce and advertise their programming. Student Affairs acts as the primary liaison with centralized university student support services, including the USC Registrar, the Office of Student Accessibility Services, the Kortschak Center for Learning and Creativity, Campus Support and Intervention, USC Financial Aid, and USC Student Health. In addition to our staff, Student Affairs houses two embedded mental health counselors from USC Student Health that provide direct support for our community.

cinema.usc.edu/StudentAffairs
studentaffairs@cinema.usc.edu



SCHOLARSHIPS/FINANCIAL AID

The SCA Scholarship Program is open to all SCA students, including incoming, continuing, international and domestic, to help finance their education. SCA Scholarships range in size from \$1,000 to \$25,000 per semester and include need-based and merit-based awards, in addition to project-based funds and grants that directly support student work. The School of Cinematic Arts holds 100+ different scholarship accounts, each with set eligibility criteria, and awards more than 450 students each academic year. SCA staff host information sessions throughout the year to help current students, parents and applicants navigate the USC and SCA financial aid resources available to them.

cinema.usc.edu/Scholarships
studentservices@cinema.usc.edu

For the USC Office of Financial Aid, please visit them directly at financialaid.usc.edu

HEALTH AND WELLNESS RESOURCES

SCA prioritizes students' emotional and mental well-being. Two counselors, based in the Office of Student Services, work exclusively with School of Cinematic Arts students by appointment. Students may also access counseling and mental health programs at the Engemann Student Health Center—located a short distance from the School of Cinematic Arts—that include individual therapy, group therapy, crisis support, psychiatric services and specialties for gender-based harm. The university also offers a 24-hour counseling helpline, pastoral and spiritual counseling and protocols for peer intervention and support.



STUDENT INVOLVEMENT/STUDENT GROUPS

Student Services serves as a centralized resource to our SCA Student Organizations to help them promote their activities, hold events, and forge lifelong friendships. Student organizations are an invaluable part of our SCA Community and provide students with a complete learning experience and support their academic and professional goals.

cinema.usc.edu/StudentGroups

MENTORING

SCA offers a student-to-student mentorship program that helps incoming students build relationships and transition to our campus community. Through this process incoming students are able to ask questions about the college experience and gain further insight and understanding of our schools and programs, while taking their first steps in creating a network. SCA students also receive mentoring from faculty and industry professionals through their divisional offices and programs

cinema.usc.edu

OFFICE OF INDUSTRY RELATIONS

Once of the first things an SCA student hears is the importance of networking. Success in any profession is a balance of what you know and whom you know. The SCA Office of Industry Relations (IR) is one of the primary resources we offer students and alumni to help facilitate this process.

Started by long-time industry professionals, IR will provide you with a broad range of services including resume review, career planning, networking tips, career seminars, and the SCA Job Board, which is constantly updated with leads to employment and internship opportunities in film, television, games, and interactive media. In addition, students and alumni can post their resumes on the Job Board for prospective employers to search. IR organizes Q&A's with high-profile leaders in entertainment who are at the forefront of the industry, and also organizes networking events for students, alumni, and other industry professionals.

The Office of Festivals and Distribution, which is part of IR is also a great asset. Its staff assists SCA students and alumni with targeted strategies on festivals and distribution for their projects. They also negotiate distribution deals for USC-produced projects, from theatrical distribution, to digital and streaming platform release. Last year, approximately 120 festivals screened SCA student shorts.

As an SCA student, you can also take advantage of our many networking opportunities throughout the year, including the annual First Look Film Festival and Talent Week.



First Look is a showcase and exhibition of student work and projects presented on campus as well as at the top talent agencies in Los Angeles. Talent Week offers 80 panels and events, hosting over 150 high profile industry executives and attended by both students and alumni.

cinema.usc.edu/IR



INTERNSHIPS

At SCA, we believe that internships and mentoring are pivotal to career success. Internships provide students with opportunities to gain career-related skills in a real-world setting. They provide invaluable opportunities for career exploration, networking and professional development. Internships and mentoring opportunities often turn into pipelines for careers or other professional experiences. As such, the Office of Internships and Mentor Programs works with leading companies in the fields of entertainment, production, games, interactive media and animation to offer the School of Cinematic Arts' undergraduate and graduate students internship search assistance, resume writing, and interview preparation sessions.

USC School of Cinematic Arts

LET'S GET TOGETHER

The Office of Admissions typically offers information sessions at the USC School of Cinematic Arts twice a week. To check availability or make arrangements to visit, please view this link: cinema.usc.edu/visit

To ask about admissions procedures, student services, and academic programs for graduates and undergraduates, feel free to get in touch with us via email at admissions@cinema.usc.edu

School of Cinematic Arts
Office of Student Services
University of Southern California
930 W. 34th Street, SCB 105
Los Angeles, California 90089-2211



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