



Media Arts + Practice Division
Bachelor of Arts
Sample First-Semester Schedule

Reality Starts Here
(CNTV 101 • 2 units)

An introduction to the School of Cinematic Arts and USC. This course will provide introductions to many of the resources available to students, while cultivating tools for success around topics such as emotional health, collaboration and professional relationships, peer criticism and critique, time management and internships and work opportunities. Guest speakers will be featured throughout the semester including current students and alumni guests.

General Education Seminar Course
(4 units)

Students choose from any GE category

The Languages of Digital Media
(IML 201 • 4 units)

An in-depth investigation of the close interrelationships among technology, culture and communication to form a solid foundation for digital authoring.

Select two courses from the following:

Fundamentals of Media Design
(IML 230 • 4 units)

Introduction to the methods of visual design with respect to digital media authorship. Exploring the creative process through various conceptual workflows and hands-on techniques.

Critical Thinking and Procedural Media
(IML 288 • 4 units)

Investigation of the potentials of computational media to define new aesthetics, modes of representation and structures of communication.

Reading and Writing the Web
(IML 300 • 4 units)

An introduction to a broad range of technical and theoretical issues surrounding the production of web-based content.

Sonic Media Art
(IML 328 • 2 units)

Survey of audio culture and sound technologies, focusing on developing sonic literacy and creating artwork using sound as a primary modality.

Digital Narrative Design I
(IML 335 • 2 units)

An introduction to audio and video techniques for digital storytelling across various platforms. Students will create multiple short-form projects using contemporary tools and technologies.

Introduction to 3-D Modeling
(IML 354 • 2 units)

An introduction to the history, theory and critical context of 3-D spatial representation, as well as foundational authoring skills in modeling interactive 3-D spaces.