PROGRAMS AND DEGREES GRANTED

Division of Cinema & Media Studies
Bachelor of Arts, Master of Arts, Doctor of Philosophy

Film & Television Production
Bachelor of Fine Arts, Bachelor of Arts, Master of Fine Arts

John C. Hench Division of Animation & Digital Arts
Bachelor of Arts, Master of Fine Arts

Interactive Media & Games
Bachelor of Arts, Master of Arts, Master of Fine Arts

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

UNDERGRADUATE MINORS

3D Animation in Cinematic Arts
Animation & Digital Arts
Cinematic Arts
Comedy
Digital Studies
Entertainment Industry
Future Cinema
Game Animation
Game Audio

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

GRADUATE CERTIFICATES

Business of Entertainment
Cinematic Arts Archiving and Preservation
Digital Media & Culture
Writing for Screen & Television
WELCOME TO SCA!

Everything we do at the School of Cinematic Arts 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.
Division of Cinema & Media Studies

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

THE DIVISION OF CINEMA & MEDIA STUDIES PROVIDES THE KIND OF IN-DEPTH KNOWLEDGE of media and entertainment that serves as a foundation for jobs at the talent agencies, management firms, production companies, and international studios that develop and distribute media around the globe. In some cases, Cinema & Media Studies majors become writers, directors, or even video game designers. They also go on to earn Ph.D., J.D., and MBA degrees on the road to becoming university professors, entertainment lawyers, and top-level industry executives.

In Cinema & Media Studies, you will train in the cultural, historical, and narrative constructs of both new and traditional media. You will be exposed to a vast array of content, ranging from blockbuster movies to avant-garde films to television shows to YouTube clips, and learn how to decode their structure, meaning, and impact. You’ll hone your technical and creative skills while taking classes in the School’s other divisions and learning the fundamentals of production. Most importantly, you’ll gain a deep understanding of the cultural, artistic, and commercial influences behind media creation and appreciation.

The Division of Cinema & Media Studies offers you rigorous explorations of how creative expression, technology, business, politics, history, and economics are tied together in media culture. As a result, its students develop the academic foundation necessary to excel in a field that is constantly evolving.

cinema.usc.edu/MediaStudies

POSSIBLE CAREER PATHS:

Executive (Business, Marketing, Development), Director, Writer, Critic, Agent, Manager, Academia

RECENT ALUMNI:

Sean Uyeoka, MA ’14
Trailer Editor, Aspect Ratio
2016 Golden Trailer Winner (Black Mass)

Feng-Mei Heberer, PhD ’15
Faculty, New York University

Zoe Marshall, BA ’15
Showrunner’s Assistant (Underground)
Sony Pictures Entertainment

Laura Rutledge, BA ’15
Assistant to Roman Coppola

Timothy Holland, PhD ’15
Assistant Professor, Emory University
Everyone is producing media right now. You go on YouTube, you go anywhere—we’re all surrounded by these screens. And there’s the question of, if you’re going to learn how to make movies, if you’re going to do this, you also have to learn what these images mean and how different types of audiences are receiving them. I think that’s one of the big questions that Cinema & Media Studies is asking: whether it’s a Hollywood film or an art house film, whether it’s avant garde or YouTube—how can we think about their meaning in our society and how can we use them to produce new knowledge?

—Peter Labuza, PhD student Cinema & Media Studies, Contributing Film Critic for Variety

One of the best parts of Cinema & Media Studies at USC is the interaction with the greater SCA and Los Angeles community. Too often, media studies programs are cut off from the practical and industrial aspects of filmmaking. By being in Los Angeles, a Cinema & Media Studies student can gain a better grasp on the business choices that also influence film as artistic expression.

—Eleanor Huntington, MA ’16 Cinema & Media Studies
EVERYWHERE YOU LOOK THESE DAYS THERE ARE SCREENS THAT NEED CONTENT. THE FILM & TELEVISION Production Division teaches students how to make compelling, in-demand content for screens of every size—whether it’s IMAX or a hand-held device.

At SCA, you’ll learn the art of storytelling while using the tools of the trade: from directing and producing, to cameras, lighting, sound, and editing tools, to the newest techniques changing the professional production process. You’ll be able to learn visual effects, performance capture, digital design, and world building. You’ll be able to recognize when low-budget DIY formats best serve a project and when to bring in an arsenal of next-generation virtual production tools. You’ll hone your talent as a media-maker in six specialties—Producing, Directing, Cinematography, Editing, Production Design, and Sound—and expand your skills with classes across the School’s other divisions. Underlying all of this is a solid liberal arts education that will foster your growth as a scholar, critical thinker, storyteller, and creative leader.

Film & Television Production is one of the School’s original divisions, and perhaps its best known: The Hollywood Reporter and numerous other news sources consistently rank the School of Cinematic Arts the best film school in the world. Its students learn in state-of-the-art facilities that surpass many of the most successful media companies, including the Michelle and Kevin Douglas IMAX Theater and Immersive Lab, motion capture volumes, editing and mixing rooms, foley stages, VR Lab and screening facilities with 3D and 4K capabilities. Far more than your technical training, you’ll learn how to best apply these tools to your own unique vision, creating characters and stories with other passionate, talented filmmakers who will remain some of your closest friends and collaborators as you advance through your professional careers. Film and Production students make roughly 1500 films a year. Each of these is an opportunity to work outside of class on a production, meet life long collaborators, and try new skills.

cinema.usc.edu/Production
I’m passionate about the Film & Television Production Division because it’s an incubator for developing your voice. I gained a greater understanding of myself, which has made me a better storyteller. The students are all earnestly working towards being the best storytellers that they can be. The community breeds true inspiration and professionalism.

—Osahon Tongo, MFA ’15, Film & Television Production

In 1985, I started plotting my course to USC. George Lucas, Robert Zemeckis, Bob Gale, and everyone else had gone to this same school on the other side of the country, so I applied to USC and USC only. I’ve been able to work with many amazing people, I’ve had two kids, I’ve gotten married, I’ve produced two of the top five grossing films of all time; but getting that envelope with the acceptance letters ranks right up there with anything I’ve accomplished in my career.

—Kevin Feige, BA ’95
President, Marvel Studios
Producer, Avengers, Captain America
(from Pickford Award Speech to Class of 2014)
John C. Hench
Division of Animation & Digital Arts

DEGREES OFFERED: B.A., M.F.A.
MINORS OFFERED: 3D Animation, Animation & Digital Arts, Science Visualization

ANIMATION WAS THE FIRST OF THE MOVING IMAGE ARTS AND LAID THE GROUNDWORK FOR what became the cinematic arts. No surprise then that it continues to pave the way for some of the industry’s most cutting-edge advancements. The John C. Hench Division of Animation & Digital Arts (Hench-DADA) teaches animation in all its forms: from traditional hand-drawn character-driven storytelling, to the mind-blowing visual effects that bring summer blockbusters to life.

At Hench-DADA, you’ll explore every aspect of art in motion and learn why your animation skills give you unprecedented career choices, whether as an artist or in project management. And while you’ll take classes in the full spectrum of animation and digital arts—including character animation, 2D and 3D storytelling, performance capture, visual effects, motion graphics, game design, documentary animation, virtual reality, and science visualization—the most important work you’ll do is in developing your own artistry. Your starting point could be on paper or on a computer screen, but it’s your vision as an artist that gives your subjects animated vibrancy.

The John C. Hench Division of Animation & Digital Arts is home to the Marilyn and Jeffrey Katzenberg Center for Animation, which houses classrooms, figure drawing facilities, an animation library, animation camera rooms, stop motion stages, collaboration areas, and other resources. Hench-DADA students are always in demand as collaborators. While taking classes across the School’s divisions, you’ll meet students specializing in other aspects of production who might become lifelong creative partners. Hench-DADA provides you with all the tools necessary to bring your creative visions to life; you need only dream it—and draw it!

cinema.usc.edu/Animation

POSSIBLE CAREER PATHS:
Animation Director, VFX Supervisor, Character Animator, Compositor, Effects Artist

RECENT ALUMNI

Alicja Jasina, MFA ’16
2016 Student Academy Award Winner, Once Upon A Line

Teng “Eric” Cheng, MFA ’14
Director, Dreamworks Animation

Joanna Barondess, MFA ’15
Storyboard Artist, Disney Television

Ivan Sayon, MFA ’15
Technical Director, Disney Television

Ning Xu, MFA ’15
Stop Motion Animator, Laika Studios

Camille Kanengiser, BA ’15
CCO Co-Founder Freeform VR Labs

Maggie Harbaugh, MFA ’16
Animator, Bento Box Productions
Students graduating from Hench-DADA receive a broad foundation in traditional animation principles that they can then apply to 2D and 3D digital animation. Students create their own films that reflect their individual area of concentration, whether it’s character animation, experimental animation, documentary animation, or visual effects.

—Sheila Sofian, Associate Professor
John C. Hench Division of Animation & Digital Arts

Within the animation department, we learn about and apply both mainstream and experimental techniques, which I believe is incredibly important to our development as artists. Animation is a limitless art form: it makes the impossible seem possible and allows you to create stories in ways you simply couldn’t in live-action cinema or theatrical productions. In learning about how others have utilized the form and experimenting with animation as both entertainment and fine art, we’re much better suited to create whatever our lofty imaginations can envision.

—Devon Manney, BA ’17
2017 Student Academy Award-Winner, Cradle
Interactive Media & Games

DEGREES OFFERED: B.A., M.A., M.F.A.
MINORS OFFERED: Game Studies, Game Animation, Game Audio, Game Design, Immersive Media, Game Entrepreneurism, Game User Research, Themed Entertainment

PLAYFUL AND INTERACTIVE EXPERIENCES MAKE UP THE FASTEST GROWING SEGMENT OF THE ENTERTAINMENT industry. USC has been a pioneer in teaching the foundations of games and interactive media as well as moving the field forward with innovative research concepts. The Princeton Review has ranked USC the #1 Game Design school in North America nearly every year since its ranking system began in 2009.

In the Interactive Media & Games Division (IMGD), you’ll explore the full potential of game design and interactive experiences. You’ll learn about the depth and diversity of the form—from AAA development processes to indie and experimental genres of play, from virtual and augmented realities to expressive and meaningful games designed to enrich, educate, and influence a wide audience. You’ll explore how game design intersects with emerging interactive experiences like networked environments and social media, theme park design, environmental media, interactive cinema, as well as experimental and art games. You’ll work with faculty and students from across the University to design and develop sophisticated experiences and test them in our state-of-the-art user testing rooms with public release as a very real goal. You’ll learn the art, technology, and business behind this fast-growing field. And you’ll take classes across the School’s other divisions that will expose you to key cinematic and storytelling techniques to make your games cutting edge in every way.

IMGD is an inclusive, creative, and entrepreneurial community that is supportive of all forms of game and interactive design — we encourage students to explore experimental and artistic games as well as those with a commercial focus. We look beyond the traditional definition of “games” and innovate beyond the form. The Division has a long track record of producing work and teams that have gone on to become startup game, mobile, VR, and other innovative interactive companies.

USC is also the very first games program to offer its own publishing label, USC Games Publishing, under which students, faculty, alumni, and game designers around the country can develop their original projects into professional-grade games available for public distribution. It is also home to the USC Games Bridge Program, an innovative and elite mentorship program that helps students create real game companies primed for venture capital investment and acquisition.

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:

Catherine Fox, Kevin Wong & Esteban Fajardo, BA ’16
Founders of team ok and developers of Chambara
Winner, Ones to Watch, BAFTA 2015
Winner, Audience Choice, E3 Student Game Competition 2016

YuTing Su, MFA ’16
Creative Director for Curiouser & Curiouser, Octobo
Official Selection, Indiecade EG 2016
Official Selection, Alt Control Showcase, GDC 2016

James Hughes, MFA ’16
Mission Designer, Destiny II, Treyarch

Alex Faulkner, BA ’16
Game Developer, Shovel Knight: Spectre of Torment, Yacht Club Games

James Earl Cox III, BA ’17
Founder, Seemingly Pointless
2017 Forbes 30 Under 30 in Games
IIMGD isn’t only about making video games. It’s about learning to create unforgettable experiences. As an IIMGD student, you are challenged to find ways to express and communicate challenging topics through any means of interactive expression—be it on the computer or on paper, for one user or an audience of thousands, as a video game or a completely new mode of intercommunication.

—Erin Reynolds, MFA ’12
Founder and Creative Director
Flying Mollusk

One of the main things I learned at IIMGD is that games aren’t just about technology or mechanics. I realized that, if you make a game that creates a new feeling or an emotional connection with the audience, you can touch them in a new, relevant way.

—Jenova Chen, MFA ’06
Founder and Creative Director
thatgamecompany
MEDIA ARTS + PRACTICE (MA+P) TEACHES STUDENTS TO CREATE CUTTING EDGE MEDIA projects with cultural impact. The program emerged from the belief that the importance of cinematic media now extends well beyond narrative storytelling and entertainment to influence all sectors of contemporary life. In the 21st century, virtually every field needs innovators with the ability to skillfully use an array of media tools to tell stories and communicate ideas effectively.

Whether you’re interested in exploring traditional media (such as digital storytelling and web design) or discovering emerging forms (such as data visualization, virtual reality and digital strategy), as a MA+P student you’ll have unparalleled access to the most exciting technologies in the world. You will work with faculty who are not only pioneers in developing these new tools, but attentive mentors who are eager to support the next generation of innovative media makers. Your experience taking classes across the divisions of the #1 ranked cinematic arts school in the country will serve as a competitive advantage in shaping your career aspirations.

Media Arts + Practice allows you to draw from multiple disciplines and apply your skills in myriad fields. MA+P is the perfect fit for 21st century visionaries who want to be on the frontlines of inventing the future of not only the cinematic arts, but media experiences of all kinds. If you want to explore the boundaries of the imagination while creating a real impact on your world, MA+P is the program for you.

cinema.usc.edu/imap

POSSIBLE CAREER PATHS:

- Immersive Media Designer
- Emerging Technologies Specialist
- Transmedia Storyteller
- User Experience Designer
- Digital Strategist
- Data Visualization Specialist
- Media Activist
- Installation Artist

RECENT ALUMNI:

- Jonathan Fudem, BA ’16
  Experience Designer, NewDealDesign
- Haley Madigan, BA ’17
  Product Designer, Facebook
- Susana Ruiz, PhD ’15
  Assistant Professor of Film & Digital Media, UC–Santa Cruz; Co-Founder of Take-Action Games
- Laila Shereen Sakr, PhD ’15
  Assistant Professor, Film & Media Studies, University of California – Santa Barbara
- Kevin Tsukii, Honors ’16
  Immersive Video Lead, Emblematic Group
The media world is getting really technical and MAP addresses those technical aspects. It really gives the students and the alumni an advantage as artists and in the job market. I’m working in fields that didn’t even exist when I applied to college which is amazing, challenging, and rewarding.

—Carolyn Diloreto BA ’18, Media Arts + Practice

The best part about MA+P is being able to merge your varying interests into one big program, all while getting the SCA experience. I would strongly urge any student whose interests lie outside of traditional film, video games, writing, or animation to apply to the MA+P program. It looks forward to what entertainment will be in the future and challenges its students to tell new kinds of stories through emerging technologies.

—Shannon Kraemer, BA ’17
Media Arts + Practice
A CREATIVE AND ENTREPRENEURIAL SELF-STARTER, THE PRODUCER HAS THE TALENT FOR turning his or her artistic vision into a tangible product—and, for a good producer, a critical and/or commercial success.

The Peter Stark Producing Program will expose you to the full spectrum of the entertainment business and creative development. You’ll learn every step of the process, from nurturing and developing an idea to outlining an international distribution and marketing campaign. You’ll discover and hone the creative, entrepreneurial, and managerial skills needed for success in defining and pursuing the career path of your choosing. Your classes will cover entertainment history, economics, law, studio management, budgeting, marketing, and independent producing. You will know how to skillfully, and practically, take a project of any media—film, television or interactive—from script to screen, large or small.

The Peter Stark Producing Program believes in the primacy of ideas and imagination. Its graduates work around the globe as producers, writers, directors, executives, agents, managers, and scholars, and are counted among the most prestigious alumni networks in the world.

cinema.usc.edu/Stark

A producer is the person who causes the film to be made. A good producer causes it to be made well.

—Lawrence Turman, Chair
Peter Stark Producing Program
Oscar-nominated Producer,
The Graduate, American History X

POSSIBLE CAREER PATHS:
Producer, Writer, Showrunner, Director, Creative Executive, Agent, Manager

RECENT ALUMNI:

Kevin Hart, MFA ’16
Production Coordinator, Sony Pictures Animation

Patrick Hendrickson, MFA ’16
Feature Film Coordinator, Amazon Studios

Megan McDonnell, MFA ’16
Assistant, Comedy Programming and Development, Fox Broadcasting Company

Rebecca Vail, MFA ’16
Administrative Assistant of Scripted Content, NBCUniversal Cable Entertainment Networks USA | Syfy| Bravo | E!

Andrew Van Wyk, MFA ’16
Executive Assistant to the Head of Story, Amblin Partners
The Stark Program is a unique place where industry professionals come together to teach a small group of students about producing content. The program teaches everything in the business from marketing to budgeting, but the nice thing is that it focuses on storytelling.

—Stacey Sher, MFA ’85
Academy Award-Nominated Producer
Django Unchained, Erin Brockovich

I’m frequently asked for advice on starting a career in the film and television industry by people who are looking to change from already established careers in other industries. I advocate for Stark in the very first sentence of my reply. I’m not sure how I would’ve migrated from my previous career in technology consulting without the conduit of the Stark Program.

—Sean Covel, MFA ’82
Producer, Napoleon Dynamite
IT ALL BEGINS WITH A SCRIPT. BEFORE ANY FILM, TELEVISION SHOW, WEB SERIES, OR VIDEO GAME can become a phenomenon, you need words on a page. The John Wells Division of Writing for Screen & Television teaches students how to create the kinds of scripts that excite directors, producers, agents, and managers.

In the Writing Division, you’ll be immersed in the SCA tradition of crafting compelling stories and honing your narrative skills through small workshop classes. You will learn to write feature-length screenplays, television episodes in comedy and drama, web series, and scripts for games and immersive media. You will create and write original TV pilots, work in a writers’ room, and collaborate with production classes. If your pilot becomes a series, you’ll be the showrunner! In our “Conversations With” speaker series, you’ll get a chance to meet and interact with the most influential and successful screen and television writers working today.

As a Writing for Screen & Television student you will graduate with a portfolio of feature scripts, television pilots, and series episodes. You will be exposed to the creative and business aspects of being an entertainment industry writer. The Division launches its students into the industry through Script List, a booklet sent to over 300 industry professionals that highlights the portfolio of each graduating student; Industry Mentors, with such alumni as Aisha Muharrar (Parks and Recreation), Chris Cantwell (Halt and Catch Fire), and Zahir McGhee (Scandal) participating as mentors; and First Pitch, a round robin-style showcase with agents, managers, and producers who are all looking for the next generation of talented writers like you.

cinema.usc.edu/Writing
The most valuable gift of all was the classroom itself: a charged, imaginative think-tank where I learned the value of listening and honest criticism. My professors never settled for anything but the best and inspired me to discover my voice as a writer.

—Ilan Benjamin, BFA ’16
Writer’s Production Assistant on Lethal Weapon

The Writing Division was my introduction to a writers’ room. Like any showrunner, the professor set the tone for the class, and he/she always created a safe atmosphere to show and critique work. This made it so we, the students, could grow creatively without being afraid to fail.

—Erin Levy, BFA ’05
Emmy Award-Winning Writer
Mad Men
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, or take a special Master Class on directing comedic performance. 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

Trojan Vision, the USC School of Cinematic Arts’ television station, provides programming to more than 30,000 students and 18,000 University employees. Trojan Vision is the winner of more than 30 national awards for creativity and excellence in programming and production. It is seen throughout the greater Los Angeles area on TV-36, reaching 1.8 million homes, and provides programs to cable stations throughout Southern California. ESPN, The PAC-12 Network, CBS, and FOX Sports regularly call on Trojan Vision for program elements. Best of all, students who join the Trojan Vision team receive hands-on training in live television production and development, with opportunities to broadcast many of the exciting events and concerts regularly featured on campus.

TrojanVision.com
OTHER SPECIALTY PROGRAMS

Business of Entertainment

The Office of Industry Relations oversees two programs of study, one undergraduate and one graduate, in the Business of Entertainment.

GRADUATE CERTIFICATE IN THE BUSINESS OF ENTERTAINMENT

This certificate program, offered in conjunction with the USC Marshall School of Business, provides School of Cinematic Arts students with a graduate-level education in various aspects of the entertainment business. SCA offers four graduate courses each semester in specialized business topics such as entertainment marketing, project financing, and the business interests of agents and managers. Taught by top industry professionals, they are open to all graduate students currently enrolled at the University as well as undergraduate juniors and seniors. If you are a qualified graduate student and complete four classes in this program, you will receive a graduate certificate in the Business of Entertainment.

BACHELOR OF SCIENCE IN BUSINESS ADMINISTRATION WITH AN EMPHASIS IN CINEMATIC ARTS

The undergraduate offerings of this program represent a unique opportunity for USC Marshall School of Business students who want to work in the entertainment industry. In addition to ten Marshall School of Business core classes, students also take a total of 24 units from the School of Cinematic Arts focused on specialized topics such as entertainment marketing, the role of agents and managers, and financing projects for television, film, and interactive media companies. Upon completion of all requirements, students receive a Bachelor of Science in Business Administration with an emphasis in Cinematic Arts. Graduates have a well-balanced background in business and knowledge of all aspects of the cinematic arts.

—Bonnie Chi, Senior Director, Adjunct Faculty and Head of Entertainment Business Studies

The Summer Program is a place for students from all over the world to get their feet wet in what it takes to tell a story with the moving picture. Year after year, it’s always amazing to see the level of professionalism and creativity that is brought to the table, sometimes by students that have never before picked up a camera. If someone is unsure if they have the drive to be a filmmaker, by the end of the summer program, they will have a much better idea.

—David Weitzner, Director of the School of Cinematic Arts Summer Program Holder of the Mark Burnett Endowed Chair

Summer Program

The School of Cinematic Arts Summer Program is open to anyone aged 16 or older interested in exploring their passion for the Cinematic Arts. Summer Program classes are taught by leading industry professionals during two separate six-week sessions. Spend time on our state-of-the-art campus taking classes focused on feature filmmaking, editing, animation, writing, computer graphics, interactive game design, virtual reality, and the business of the industry, among many others. Besides having access to the School’s unparalleled facilities and equipment, as a Summer Program student you will have many unique opportunities. Several classes take place on major studio lots such as Warner Bros. and Walt Disney Studios. The program also offers a rich agenda of events, seminars, and meetings that bring film and television directors, actors, producers, and writers to campus for screenings and Q&A sessions. Summer Program enrollment is open to all students and does not require acceptance to the University of Southern California or the School of Cinematic Arts. All units are considered college credits and are accepted as elective units.

—David Weitzner, Director of the School of Cinematic Arts Summer Program Holder of the Mark Burnett Endowed Chair

Both Entertainment Business Studies programs touch on all areas of the entertainment business. They are taught by people currently performing the work and actually involved in what they are teaching. Anybody with a possible interest in working in the entertainment industry will be better informed and be a better candidate for employment after going through the program.

—Bonnie Chi, Senior Director, Adjunct Faculty and Head of Entertainment Business Studies

cinema.usc.edu/Summer
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. This 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 caters to the industry’s growing demand for professionals trained in production design, virtual production, and visual effects. The Firehouse contains a workshop-style classroom, a Gallery, and a “Maker Space” which serves the needs of student productions with a 3-D printer and laser cutter.

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.

cinema.usc.edu/Facilities
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.
People who just a few years ago were studying in our classrooms and working in our production areas now occupy key decision-making posts throughout the creative, financial, and academic ranks of film, television, games, and media arts.

As an SCA student you will have numerous opportunities to learn from the men and women who have come before you. You will meet alumni through classroom appearances, screenings, internships, and mentorships.

Drawing on the breadth and depth of the School’s teaching philosophy, history, interdisciplinary organization, resources, and sense of community, our alumni have established an enviable track record of success.

A sampling of those achievements includes:

- USC Alumni have received 204 Oscar nominations with 77 wins, and 546 Emmy nominations with 148 wins.
- The top 10 highest grossing movies in history have featured at least one USC alum in a key creative or production position.
- Our Ph.D. graduates have been appointed to tenure-track positions at a host of institutions including Dartmouth College, University of California at Santa Barbara, Syracuse University, University of Wisconsin at Madison, Emerson College, Occidental College, University of Notre Dame, University of Michigan at Ann Arbor, as well as institutions in Canada, the United Kingdom, Australia, and Asia.
- Alumni of SCA’s Interactive Media & Games Division have key positions at Electronic Arts, Disney Interactive, Riot Games, thatgamecompany, Blizzard, 2K Games, Zynga, Microsoft, and countless other video game companies.

More than 14,000 strong, SCA alumni form a close-knit community in Los Angeles and around the world.

cinema.usc.edu/Alumni

JENNIFER AND SUZANNE TODD
KEVIN FEIGE ’95
RYAN COOGLER ’11
SHONDA RHIMES ’94
SUSAN DOWNEY ’95
JENOVA CHEN ’06
LEE UNKRICH ’90
LESLIE IWERKS ’93
GEORGE LUCAS ’66
VICTORIA AVEYARD ’12
SHELDON CANDIS ’03
TIM DOWLING
CHRISTNE BERG ’09

All statistics cited are current as of August 2017
Each 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
ADMISSION

When you are applying to SCA, our admissions team will be your go-to source for information on all of the School's divisions and programs and to answer any and all questions on the application and admissions process. They provide information sessions and one-on-one counseling and organize outreach events for prospective students both on and off campus. The resources provided by the team are also excellent tools for prospective students’ relatives and friends who wish to learn more about SCA.

After you're admitted, the admissions team will remain by your side to help you make the transition from SCA applicant to SCA student.

cinema.usc.edu/Prospective

STUDENT AFFAIRS

Our Student Affairs team aids current students by providing a variety of services including:

- Organizing annual orientation sessions
- Addressing registration issues, including D-Clearance processing
- Coordinating academic petitions and leaves of absence
- Providing graduation counseling
- Advising undergraduate, graduate, and cinematic arts minor students

In addition, the unit coordinates with the School’s Office of Student Industry Relations and the Director of Alumni Relations to organize events and resources that help graduating students plan for and make the transition from their academic pursuits to their professional paths. Student Affairs also assists the University and SCA's academic divisions with outreach to at-risk students.

In addition, the Manager of Student Services coordinates scholarships offered by SCA, which include general scholarships open to all students, scholarships limited to specific student populations such as production finishing funds, and merit scholarships awarded for writing, cinematography, directing, documentary, editing, interactive media, games, cinema & media studies, and other categories. To assist students as they prepare to apply for scholarships, the Manager of Student Services holds a scholarship orientation and meets with students both one-on-one and in groups. The Manager answers all applicant, student, and parent inquiries and helps locate USC financial resources. Additionally, the Manager holds webinars for undergraduate and graduate students with the purpose of educating them on how they can fund their educations.

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While the Manager may be able to advise you on financial aid matters, the Manager works independently of the University’s Office of Financial Aid and will therefore direct you to that office when appropriate. For more information on the Office of Financial Aid, visit financialaid.usc.edu

cinema.usc.edu/StudentAffairs

cinema.usc.edu/Scholarships

Twitter: @SCAadmissions
MENTORING

Our student-to-student mentoring program continues to be a success with our undergraduate and graduate students. This program helps new and returning students transition into the college setting and allows them to network with more experienced students. In addition, both undergraduate and graduate students receive mentoring from faculty and industry professionals through their individual programs.

STUDENT INVOLVEMENT/STUDENT GROUPS

Student Services works with SCA's twelve student clubs and organizations to help them promote their activities, hold events, and forge lifelong friendships. SCA believes learning is not exclusive to the classroom. Clubs and organizations provide students with a complete learning experience and support their academic and professional goals.

cinema.usc.edu/StudentGroups

SCA FAMILY PROGRAM

In support of University of Southern California Parent and Family Engagement, SCA's Family Program provides a variety of services and events to ensure that parents and families are engaged and involved within the SCA community. Family events include the New Parent Orientation, held while students are moving into the residence halls before the fall semester, and our Trojan Family Weekend events.

For those parents and families who choose to sign up for it, an e-newsletter “Communique” is sent at the beginning of each month. The program also oversees an SCA Parents Facebook group. The group allows SCA parents to communicate with each other and serves as an additional venue through which they may receive SCA news.

cinema.usc.edu/Parents

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.
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 broadcasts on HBO to streaming on iTunes or Amazon. 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 showcased 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
MYTH VS. REALITY

Over the years, a number of applicants have told us about “facts” they heard somewhere about the USC School of Cinematic Arts. Turns out many of these “facts” are myths. So we would like to set the record straight!

MYTH: IT TAKES FOREVER BEFORE YOU GET TO DO YOUR FIRST “HANDS-ON” WORK AT THE SCHOOL.
REALITY: Unless you define the first day of class as “forever,” then you’re going to find that hands-on experience begins right away. And that’s not limited to Production Division enrollees. Depending on the courses they select, students in the School’s seven divisions can be directing actors, shooting footage, designing levels for games, or editing in the Avid suites.

MYTH: THERE’S NO DIVERSITY IN CINEMA.
REALITY: Providing access to the broadest possible array of voices is one of our primary objectives. (To this end, the School has established scholarships and grants to provide financial assistance.) We have also expanded our academic opportunities to include the most diverse slate of course offerings possible. Another key element in this effort is that our faculty members come from widely varied backgrounds, with professional experiences and interests that allow them to provide a unique level of guidance and inspiration to their students.

MYTH: WE BASE OUR ACCEPTANCE ONLY ON TEST SCORES.
REALITY: We evaluate applicants on a broad range of criteria: creativity, originality, determination, and the ability to work with others. While academic performance is certainly a part of that overall equation, it is by no means the sole determinant.

MYTH: DON’T EVEN BOTHER APPLYING; IT IS TOO HARD TO GET IN.
REALITY: SCA is highly competitive, drawing thousands of applications from around the globe each year. Though these women and men come from incredibly diverse backgrounds, each and every one is united by talent, vision, and determination to be the best in their discipline. If you share those qualities, then we want to hear from you.

MYTH: YOU HAVE TO KNOW SOMEONE IN THE “INDUSTRY” TO BE ADMITTED.
REALITY: When it comes to reviewing application materials, one thing stands above the rest: talent. If you’ve got that, along with a demonstrated ability to fuse your abilities with the skills and interests of others, that will catch our eye better than the fact that you know “the son of the guy at the place who did the deal…” Oh, and by the way, while it’s true you don’t need to know someone in the industry to be admitted, by the time you graduate, you’ll have had the chance to know hundreds of them.

MYTH: USC IS ONLY ABOUT DIRECTING.
REALITY: USC is what you make of it. Academy Award-nominated producer Stacey Sher, visual effects pioneer John Knoll, game designer Jenova Chen, Mad Men writer Erin Levy, The Social Network cinematographer Jeff Cronenweth, novelist and filmmaker Stephen Chbosky, Chairman of NBC Entertainment Robert Greenblatt, President of Marvel Studios Kevin Feige, and thousands of others learned their craft at the USC School of Cinematic Arts.

MYTH: A CINEMATIC ARTS DEGREE HAS NO VALUE IN THE “REAL WORLD.”
REALITY: Our primary emphasis is to teach individuals how to channel their unique backgrounds and experiences into a greater creative endeavor. From the undergraduate to graduate to Ph.D. levels, students are immersed in a highly collaborative environment. This sense of being part of the greater whole, coupled with the specific expertise students acquire during their time at the School, prepares our graduates to make significant professional contributions from the day they pick up their diplomas.

MYTH: WE DON’T ACCEPT TRANSFER STUDENTS.
REALITY: We welcome transfer students every year into each of our undergraduate programs who come from institutions around the city, state, nation, and world.

MYTH: SCA IS CUTTHROAT AND THE SCHOOL ENCOURAGES COMPETITION AMONG ITS STUDENTS.
REALITY: It’s exactly the opposite. The curriculum is designed to have students work in teams in a collaborative environment. Students and faculty work closely together and develop a mentor/mentee relationship. Many students become close friends and share internship leads, help introduce each other to industry leaders and even end up working together post graduation. It is not uncommon for a whole group of students to form professional partnerships, for example, creating their own production and/or game companies.
LET’S GET TOGETHER

The Office of Admissions typically offers information sessions at the School on Monday, Wednesday, and Friday. To check availability or make arrangements to visit, please check the SCA Information Sessions calendar on our website. To ask about admissions procedures, student services, and academic programs for graduates and undergraduates, feel free to get in touch with us via:

Twitter: @SCAadmissions
Email: Admissions@cinema.usc.edu

School of Cinematic Arts
Office of Student Services
University of Southern California
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Los Angeles, California 90089-2211