

SCA offers the following minors as an opportunity to become familiar with the cinematic arts through a diversified set of classes in the school's seven divisions.

Minor in the Entertainment Industry

The minor in the Entertainment Industry provides students interested in media content creation with a focused curriculum that will give them insight into the economic factors and professional practices that influence the creative process, and how they interact with social, historical, technical, and aesthetic elements.

Minor in 3-D Animation in Cinematic Arts

The minor in 3-D animation in cinematic arts offers an introduction to basic animation principles and history, as well as creative and skill-based instruction in 3-D computer animation. Through elective choices students may focus their studies on their specific area of interest, including visual effects, motion capture, virtual reality, modeling or character animation

Minor in Screenwriting

The minor in screenwriting is designed to train non-writing majors in the challenging field of creating stories for screen and television. Students learn to write feature-length screenplays, both comedic and dramatic teleplays, and explore specialized areas while learning the fundamentals of character, conflict, and scene structure.

Minor in Comedy

The comedy minor is designed to train students in the creation of comedic entertainment in film, TV & new media.

Minor in Digital Studies

Offered through the Institute for Multimedia Literacy, the Minor in Digital Studies explores the rich potential of digital media for critical analysis and creative discovery. Learning a broad array of tools and technologies, students create innovative projects, from photo-essays to Web-

based documentaries, interactive videos to sophisticated Web sites, and typography in motion to 3D visualizations. Elective courses explore media for social change, the ethics of virtual worlds, transmedia expression and more, allowing students to use media in pursuit of their own interests and to enhance their major. All participants in this minor gain skills useful in future endeavors within or beyond academia, where the ability to work effectively with media is a crucial job skill. No prior experience with production is required.

Minor in Documentary

The minor in documentary is designed to train students in the creation of entertainment in film, TV & new media.

Minor in Future Cinema

The minor in future cinema explores the frontier of audiovisual storytelling, building on the cutting edge research within the School of Cinematic Arts. Students will explore the creative and technological transformations of an industry in transition as cinema becomes live, playable, immersive, mobile, virtual, crowdsourced and more.

Minor in Game Design

Game Design is the next great design field, and individuals of many professions and skill sets will benefit from understanding how to design for interactivity and new technology. The Game Design minor teaches basic interactive design and prototyping skills while providing students the opportunity to explore design for new technologies and the skills of user assessment and usability.

Minor in Game Studies

Games are a major cultural form, with game sales now exceeding box office revenue in the United States. Attention to games and interactive media is

growing, and it has become necessary to understand them as meaningful systems, reflect on their cultural influence, and to help guide their evolution with insightful criticism. The game studies minor prepares a student with fundamental underpinnings in media criticism and games.

Minor in Immersive Media

The minor in immersive media is designed to train students to create projects in virtual reality, augmented reality, and other immersive media formats. The core program requirements provide the solid fundamentals needed to understand, conceive of, and create immersive work. Through elective choices students may focus their studies on theory, on specific fields of immersive, on creative expression, or on building technology

Minor in Media and Social Change

The minor in media and social change provides the opportunity for students who are interested in media content creation and research to take classes in a focused curriculum on the various aspects of media for change. Students will gain insight into the professional practices of creating media content, analyzing existing content, and learning how they can influence the future by integrating social issues into the work they are doing in related fields.

Minor in Themed Entertainment

From cruise ships to casinos to immersive educational retreats, themed entertainment design involves submerging a real, live human being into a story in a truly robust, physical way. As new tools for entertainment and education develop, they continually push toward enabling players to completely become the heroes and heroines of their own stories. The themed entertainment minor focuses on history, theory and skills of themed entertainment design.

Joint Minors with the School of Cinematic Arts

The minors below are offered in collaboration with other Professional Schools at USC.

The Minor in Cinema-Television for the Health Professions

Offered through the Keck School of Medicine, the minor in Cinema-Television for the Health Professions seeks to bridge the gap between healthcare professionals and cinema-television producers. Many people get their health information from movies and television, but information from these sources is often inaccurate and does not reflect the latest research or advances in clinical practice. Researchers and clinicians often have difficulty communicating with television and movie producers because they lack the first-hand knowledge of cinema-television production. If you are planning on becoming a healthcare practitioner, researcher, or health-related media-maker, you should consider a minor in Cinema-Television for the Health Professions.