

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 Cinematic Arts

The minor in Cinematic Arts is available to USC undergraduate students in all schools and departments. The minor provides the opportunity for students to become familiar with various aspects of media study. It combines an introduction to this exciting and influential field with a diversified set of classes in all seven divisions. The curriculum is purposely flexible; students may choose to sample different areas in their upper division courses or emphasize a single primary interest, such as production.

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 Animation & Digital Arts

An introduction to the theory and practice of animation, including its relationship to the history of art and cinema, creative writing, and basic film production that will provide you with an opportunity to create both personal and collaborative work in various genres. Successful completion of a final project is required.

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 Animation

To create animations for a game requires an understanding that visual art forms one part of a game system or algorithm, and even animation poses and rigging must often be thought of in terms of programming-like logic. The skills of the modern animator, visual effects artist, motion capture professional, and many others are of great value in the games industry, but very few of these professionals have both training in visual artistry and the systemic thinking necessary for game design. This minor provides an educational path that teaches systematic thinking and the skills and creativity of an animator.

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 Audio

To implement audio into a game requires an understanding that audio forms one part of a game system or algorithm, and even composition must often be thought of in terms of programming-like logic. Game audio professionals must not only be competent in one area (e.g., expressly in music composing, or in audio recording), but in other areas of audio as well. This minor provides a grounding in game design and systems thinking, while providing a theoretical backing and skills in audio design and composition to prepare students to design successful audio for the games industry.

Minor in Game Entrepreneurism

The minor in Game Entrepreneurism is designed for students interested in building a business in the games and digital media industry. Building on the business, production and management courses in the Interactive Media and Games Division, this minor culminates in our advanced game project course and provides students with hands-on mentorship in starting actual companies based on the work they are doing in these concurrent classes. The minor provides a basis in theories of design and production for games, as well as a strong grounding in the business knowledge necessary to become an entrepreneur.

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 Game User Research

Game and interaction design are deeply dependent upon human-computer interaction and the ability to use research methods to improve player experience. Game user research is a critical aspect of game design and development that involves management of playtests and usability tests of the software, technology and rules. Along with the ability to analyze and design for optimal player experience, this field combines the ability to analyze large batches of data, and an understanding of how to build applications that mine data from users; these skills form the backbone of an incredibly valuable team member for digital entertainment products. The Interactive Media and Games Division at the School of Cinematic Arts is a leading facility in the teaching of usability, research, and playtesting practices in this field, and the game user research minor is designed to give students an underpinning in game design, interface design and research methods, while teaching a full set of skills for playtesting and usability practice.

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 Science Visualization

The minor in science visualization offers an introduction to science visualization methodology and practice focused in an area of relevant research. The minor is structured to provide the skills and knowledge needed in science visualization, and will culminate in a capstone project under the close supervision of faculty in both animation and science.

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 Performing Arts Studies

Offered through the School of Dramatic Arts, the Minor in Performing Arts Studies provides an interdisciplinary inquiry into the nature and aesthetics of the performing arts. It combines the disciplines of cinematic arts, dance, music, and theatre. The minor is a unique course of study that looks at how the performing arts contribute to a culturally literate society.

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.

The Minor in Video Game Design and Management

Offered by Information Technology Program, the 3-D animation minor merges theoretical concepts and practical skills, to prepare students for a career in their major field of work with incorporation of 3-D animation and interactive technologies. Through integration of three major disciplines (cinematic arts, fine arts and information technology), students gain a solid foundation in a wide range of important industry and academic skills.