

# MEDIA STUDIES (MDIA)

## MDIA 1 • INTRODUCTION TO FILM STUDIES

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 1, MDIA 1H or VART 1.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

A survey of the language, technology, theory, and aesthetics of the moving image as an art form. Emphasizes an introduction to the critical analysis of film and video.

## MDIA 1H • HONORS INTRODUCTION TO FILM STUDIES

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 1, MDIA 1 or VART 1.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

A survey of the language, technology, theory, and aesthetics of the moving image as an art form, with an emphasis on the critical analysis of film and media. The honors section offers an enriched and rigorous study in film analysis and introductory film theory. Completion of the honors section requires in-depth analytic readings and completion of critical analysis essays. Assessment of exams and essays is rigorous. Strongly suggested for students planning to transfer to a four-year college or university in film and media studies.

## MDIA 2A • HISTORY OF FILM 1895-1945

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 2A or VART 2A.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

Survey of the development of motion pictures from beginning to the 1940s. Emphasis on understanding evolution of international filmmaking.

## MDIA 2B • HISTORY OF FILM 1945-CURRENT

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 2B or VART 2B.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

A survey of the advancement of cinematic art from 1945 to the present. Investigation and critical analysis of influential films, prominent filmmakers, and technological developments. Study of the economic, regulatory, cultural, and artistic forces at work in the evolution of film.

## MDIA 2C • CURRENT TRENDS IN FILM, TV & THE INTERNET

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 2C or VART 2C.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

Current trends of film, video, television, and internet media. Critical analysis of time-based linear and non-linear visual media. Emphasis on the visual experience of communicating ideas, stories, and events.

## **MDIA 3 • INTRODUCTION TO FILM & MEDIA CRITICISM**

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Demonstrated proficiency in English by placement via multiple measures OR through an equivalent placement process OR completion of ESLL 125 & ESLL 249.

**Degree and Credit Status:** Degree-Applicable Credit Course

**Foothill GE:** Area 1B: Oral Communication & Critical Thinking  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

An introduction to the critical analysis of film, television, and internet media. Explore and apply the core concepts and language of media theory, including approaches through semiotics, post-structuralism, psychoanalysis, multicultural analysis, gender, and sexuality.

## **MDIA 5 • AMERICAN CINEMA**

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 3 or VART 3.  
**Degree and Credit Status:** Degree-Applicable Credit Course  
**Foothill GE:** Non-GE  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

Introduction to American film as a component of art, history, culture, and business. How Hollywood has shaped an industry that has come to reflect many aspects of the American experience. American cinematic history, terminology, economic structure, and cultural importance. Development of analysis and writing skills.

## **MDIA 8A • RACE & GENDER IN AMERICAN MEDIA**

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Demonstrated proficiency in English by placement via multiple measures OR through an equivalent placement process OR completion of ESLL 125 & ESLL 249.

**Degree and Credit Status:** Degree-Applicable Credit Course

**Foothill GE:** Area 4: Social & Behavioral Sciences  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

This course examines the complexities of race and gender representation in U.S. film and media. Students study the history of media representations, applying theory as a tool for analysis. Examine the means by which the media define and promote cultural stereotypes. In addition, students examine how media images and institutions influence and shape racial and gender identities. Contributions to the field of important filmmakers and media artists will be examined.

## **MDIA 8B • WOMEN IN FILM**

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Degree and Credit Status:** Degree-Applicable Credit Course  
**Foothill GE:** Non-GE  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

This course examines the remarkable and under-recognized contributions that women have made to world cinema, from the inception of the medium to present time. The course will analyze women both as filmmakers and as actors — behind the camera, and in front. The course will use a framework of feminist film theory, and the lens of intersectionality, to examine some of the cultural impacts that cinema has on society. Films will be analyzed within the historical, national, cultural, institutional and economic contexts in which the filmmaker's work was made and distributed.

## MDIA 11 • INTRODUCTION TO POPULAR CULTURE

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Demonstrated proficiency in English by placement via multiple measures OR through an equivalent placement process OR completion of ESLL 125 & ESLL 249; not open to students with credit in F A 1, HUMN 11, HUMN 11H or MDIA 11H.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

**Cross-Listed:** HUMN 11

Overview, history and critical analysis of popular culture as a window for understanding American society. Theories and methods of analyzing artifacts of popular culture. Overarching themes: history/social theories of popular culture; popular culture as a product of American multiculturalism; the relationship between a commodity culture and intellect/artistry; philosophical/ethical issues surrounding popular culture.

## MDIA 11H • HONORS INTRODUCTION TO POPULAR CULTURE

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Demonstrated proficiency in English by placement via multiple measures OR through an equivalent placement process OR completion of ESLL 125 & ESLL 249; not open to students with credit in F A 1, HUMN 11, HUMN 11H or MDIA 11.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

**Cross-Listed:** HUMN 11H

Overview, history and critical analysis of popular culture as a window for understanding American society. Theories and methods of analyzing artifacts of popular culture. Overarching themes: history/social theories of popular culture; popular culture as a product of American multiculturalism; the relationship between a commodity culture and intellect/artistry; philosophical/ethical issues surrounding popular culture. The honors section offers deeper theoretical content, assignments that require more sophisticated cognition/critical thinking, more rigorous assessment, and an additional summative project.

## MDIA 12 • POPULAR CULTURE & UNITED STATES HISTORY

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Demonstrated proficiency in English by placement via multiple measures OR through an equivalent placement process OR completion of ESLL 125 & ESLL 249; not open to students with credit in F A 2, HUMN 12, HUMN 12H, or MDIA 12H.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

**Cross-Listed:** HUMN 12

Interdisciplinary overview of popular culture as a window for understanding American history and society. Theories and methods of analyzing the artifacts of popular culture. Overarching themes: 1) the interpretation of American history via popular culture media; 2) interaction between American historical events and trends, and popular culture.

## MDIA 12H • HONORS POPULAR CULTURE & UNITED STATES HISTORY

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Demonstrated proficiency in English by placement via multiple measures OR through an equivalent placement process OR completion of ESLL 125 & ESLL 249; not open to students with credit in F A 2, HUMN 12, HUMN 12H, or MDIA 12.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Area 3: Arts & Humanities

**Transferable:** CSU/UC

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

**Cross-Listed:** HUMN 12H

Interdisciplinary overview of popular culture as a window for understanding American history and society. Theories and methods of analyzing the artifacts of popular culture. Overarching themes: 1) the interpretation of American history via popular culture media; 2) interaction between American historical events and trends, and popular culture.

## MDIA 13 • VIDEO GAMES & POPULAR CULTURE

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in MUS 11F or HUMN 13.

**Degree and Credit Status:** Degree-Applicable Credit Course

**Foothill GE:** Area 3: Arts & Humanities  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable  
**Cross-Listed:** HUMN 13

The impact of game design and game technology on popular culture. Topics will include early history including the early hardware and software designers that emerged after World War II, the rise of the video game entrepreneurs and the resulting multi-billion dollar arcade industry, eight generations of home video game console inventors from the Magnavox Odyssey through the present day, the impact of the home computer on video games, the evolution of the handheld game console from early LCD games through the smart phone, online gaming from the first text-based games built by hobbyists through the current massively multi-player online role-playing games, and the validation of video games as an art form as evidenced by their addition to the collections of prominent institutions such as the Smithsonian and MoMA. For each historical era, the influence of video games on popular culture will be demonstrated through film, television, print, and music.

## MDIA 20 • FUNDAMENTALS OF MEDIA PRODUCTION

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 20, GID 20 or VART 20.

**Degree and Credit Status:** Degree-Applicable Credit Course

**Foothill GE:** Non-GE  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

Introduction to the concepts, theory, techniques, and strategies of narrative film production. Basic camera, lighting, and sound recording techniques are practiced through technical assignments and team productions. Pre-production, production, and post-production processes are covered, with an emphasis on storytelling and creative problem-solving.

## MDIA 30 • DIGITAL VIDEO EDITING I

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** Not open to students with credit in F TV 84, VART 30 or 84.

**Degree and Credit Status:** Degree-Applicable Credit Course

**Foothill GE:** Non-GE  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

Basic instruction on the use of the computer for video and film editing. Theory and practice of cinematic editing which is explored through projects, screenings, class exercises, and demonstration. Topics include montage, pace and rhythm, openings, cutting dialogue, use of sound.

## MDIA 31 • DIGITAL VIDEO EDITING II

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Advisory:** MDIA 30; not open to students with credit in F TV 85, VART 31 or 85.

**Degree and Credit Status:** Degree-Applicable Credit Course

**Foothill GE:** Non-GE  
**Transferable:** CSU/UC  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

Continuation of MDIA 30. Further exploration of technical and aesthetic considerations in film and video editing. Address intermediate to advanced topics in digital post-production. Software topics include sync, audio mixing, color correction, basic sound mixing and compositing.

## MDIA 52 • SCREENWRITING FOR NARRATIVE MEDIA

**Units:** 4  
**Hours:** 4 lecture, 1 laboratory per week (60 total per quarter)  
**Degree and Credit Status:** Degree-Applicable Credit Course  
**Foothill GE:** Non-GE  
**Transferable:** CSU  
**Grade Type:** Letter Grade (Request for Pass/No Pass)  
**Repeatability:** Not Repeatable

An introductory course in screenplay writing for narrative media, including film and episodic TV. The course emphasizes visual storytelling and the creative process through an examination of story theme, structure, and character development. Students study technical screenplay formatting and writing processes, taking their ideas from concept to finished professional script.

## **MDIA 81B • SOUND DESIGN FOR FILM & VIDEO**

**Units:** 4  
**Hours:** 3 lecture, 3 laboratory per week (72 total per quarter)  
**Advisory:** Not open to students with credit in MTEC 57A, MUS 81B, or VART 81B.

**Degree and Credit** Degree-Applicable Credit Course

**Status:**

**Foothill GE:** Non-GE

**Transferable:** CSU

**Grade Type:** Letter Grade (Request for Pass/No Pass)

**Repeatability:** Not Repeatable

Creating, editing, and mixing audio for film and video. Understanding aesthetic qualities of sound effects and music as they relate to story. Recording original sound elements and using commercial sound libraries. Editing, layering, and processing sound elements to create complex sound effects. Synchronizing audio to video using a digital audio workstation. Basics of mixing and mastering finished soundtracks for digital distribution.