# FILM, TELEVISION, AND ELECTRONIC MEDIA, AS-T (SUMMER)

The following program requirements apply only to Summer Session 2023. For current requirements, effective Fall Quarter 2023, refer to the Film, Television, and Electronic Media, AS-T listing. If you have any questions, please meet with a Foothill counselor.

#### **Program Description**

The Associate in Science in Film, Television, and Electronic Media for Transfer degree emphasizes Media Studies, and will prepare students to transfer to a four-year university and for professional careers in a variety of media-related fields. The degree will offer a strong foundation in the language, history, culture, and aesthetics of media. The program objectives fall into two large categories:

- a. developing the understandings and skills necessary for a career in media;
- developing the critical thinking skills necessary to interpret and analyze the values, assumptions, and constituent cultural/ sociological phenomena housed within—and underneath—its ubiquitous presence.

Students who complete the Associate in Science in Film, Television, and Electronic Media for Transfer degree will be ensured preferential transfer status to CSUs for Radio-Television-Film, Television-Film, Television, Video, Film, and Electronic Arts majors. The degree requirements will fulfill the lower division major requirements at many CSUs. Students are advised, however, to meet with a counselor to assess the course requirements for specific local CSUs and to validate which CSUs are considered local.

Learn more about the program on the Media Studies website.

# **Program Learning Outcomes**

- Students will demonstrate the ability to analyze, synthesize, and critique media languages and aesthetics.
- Students will demonstrate the ability to interpret, evaluate, and analyze the wide variety of contexts and ideologies embedded within different media forms.
- Students will demonstrate a working knowledge of media history and technological innovation, including its effects upon the development of media as business and art form.
- Students will demonstrate the ability to analyze media's role in the shaping of cultural values and perceptions.

## **Units Required**

Maior. 29-30

### **Associate Degree Requirements**

Associate in Science in Film, Television, and Electronic Media for Transfer requires completion of a minimum of 90 units to include:

 CSU General Education Breadth Requirements or the Intersegmental General Education Transfer Curriculum (IGETC)<sup>1</sup> (45-58 units) (full certification is required)

- Core and support courses (29-30 units, of which 9-21 units may satisfy the GE requirement)
- Transferable electives necessary to meet the 90-unit minimum requirement
- Important Note: Although it is possible to fulfill the requirements for the Associate Degree for Transfer by completing the IGETC for UC pattern, admission to CSU requires completion of an Oral Communication course (IGETC Area 1C; CSU GE Area A-1); therefore, students who plan to transfer to CSU should complete this course as part of their GE or elective units.

**Note:** All courses pertaining to the major must be completed with a grade of "C" (or "P") or better. In addition, the student must obtain a minimum GPA of 2.0.

#### **Core and Support Courses**

Code	- Title	Units		
Core Courses				
COMM 5	MASS COMMUNICATION	5		
MDIA 1	INTRODUCTION TO FILM STUDIES	4		
or MDIA 1H	HONORS INTRODUCTION TO FILM STUDIES			
<b>Support Courses</b>				
List A				
Complete one co	urse from each area of List A:	8		
Area 1: Audio				
MTEC 57A	SOUND DESIGN FOR FILM & VIDEO			
Area 2: Video or Film Production				
MDIA 20	FUNDAMENTALS OF MEDIA PRODUCTION			
List B				
And complete on	e course from List B:	4		
Any course no	t used in List A, or any of the following:			
MDIA 2A	HISTORY OF FILM 1895-1945			
MDIA 2B	HISTORY OF FILM 1945-CURRENT			
MDIA 52	SCREENWRITING FOR NARRATIVE MEDIA			
THTR 1	INTRODUCTION TO THEATRE			
List C				
And complete two courses from List C:				
Any course no	t used in List A or List B, or any of the following:			
CRWR 6	INTRODUCTION TO CREATIVE WRITING			
ENGL 34C	LITERATURE INTO FILM			
GID 47	MOTION GRAPHICS			
HUMN 3	WORLD MYTHS IN LITERATURE ARTS & FILM			
or HUMN 31	HHONORS WORLD MYTHS IN LITERATURE ARTS 8 FILM	×		
MDIA 2C	CURRENT TRENDS IN FILM, TV & THE INTERNET			
MDIA 3	INTRODUCTION TO FILM & MEDIA CRITICISM			
MDIA 4	EXPERIMENTAL FILM & VIDEO			
MDIA 5	AMERICAN CINEMA			
MDIA 7	DOCUMENTARY FILM			
MDIA 8A	RACE & GENDER IN AMERICAN MEDIA			
MDIA 8B	WOMEN IN FILM			
MDIA 11	INTRODUCTION TO POPULAR CULTURE			
or MDIA 11	or MDIA 11HHONORS INTRODUCTION TO POPULAR CULTURE			

or HUMN 1	1 INTRODUCTION TO POPULAR CULTURE	
or HUMN 1	1 HONORS INTRODUCTION TO POPULAR CULTURE	Ξ
MDIA 12	POPULAR CULTURE & UNITED STATES HISTORY	
or HUMN 12	2 POPULAR CULTURE & UNITED STATES HISTORY	
MDIA 13	VIDEO GAMES & POPULAR CULTURE	
or HUMN 13	3 VIDEO GAMES & POPULAR CULTURE	
MDIA 30	DIGITAL VIDEO EDITING I	
MDIA 31	DIGITAL VIDEO EDITING II	
MUS 7F	MUSIC IN FILM	
THTR 26	INTRODUCTION TO FASHION HISTORY &	
	COSTUME DESIGN	
Total Units		29-30