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FILM AND DIGITAL MEDIA: FILM AND MEDIA PRODUCTION TRACK (BA)

Loyola's Film and Digital Media program offers the opportunity to gain real-world experiences with award-winning filmmakers, producers, programmers and scholars. Students collaboratively create transformative media experiences for a variety of audiences and platforms.

Film and Media Production provides students with the conceptual and practical skills for producing film, digital video, and virtual productions.

CURRICULUM

Code	Title	Hours
Required Courses	S	
COMM 100	SOC Career Prep Seminar	1
COMM 130	Intro to Audio Production	3
COMM 135	Intro to Video Production	3
COMM 200	Digital Communication and Society	3
COMM 201	Media Theory and Criticism	3
COMM 202	Story for Film and Television ¹	3
COMM 274	Introduction to Cinema	3
COMM 350	Producing for Film & Digital Media	3
Production Electi	ves	
Choose two from	:	6
COMM 205	Reporting Basics I: Writing and Interviewing ¹	
COMM 207	Photojournalism	
COMM 210	Principles of Public Relations	
COMM 211	Principles of Advertising	
COMM 232	Cinematography I	
COMM 275	Web Design and Usability	
COMM 299	Themes in Film and Digital Media	
COMM 308	Screen Directing	
COMM 310	Production Design	
COMM 326	Screenwriting ¹	
COMM 333	Cinematography II	
COMM 337	AD/PR Multimedia Commercial Production ²	
COMM 338	Narrative Production	
COMM 339	Video Documentary ²	
COMM 345	Student Agency 4	
COMM 357	Programming Film & Media: Festivals, TV & Digit	tal
COMM 359	Advanced Post Production	
COMM 373	Digital Storytelling Abroad ²	
COMM 374	Special Topics: Film & Digital Media	
COMM 384	Film & Digital Media Practicum ²	
COMM 405	Story Development and Production	
COMM 425	Digital Marketing and Analytics	
COMP 125	Visual Information Processing	
COMP 150	Introduction to Computing	
ENGL 318	The Writing of Fiction	
ENGL 319	Writing Creative Nonfiction	

FNAR 132	Visual Communication I	
FNAR 219	Photography: Digital Imaging	
FNAR 232	Visual Communication II	
FNAR 233	Digital Media Design	
FNAR 234	Digital Media: Vector	
FNAR 332	Visual Communication III	
FNAR 334	Motion Design	
FNAR 383	Interactive Design	
MUSC 122	Introduction to Digital Music	
MUSC 201	Music Technology I	
MUSC 246	Composition I	
THTR 204	Playwriting	
THTR 252	Theatrical Design I	
THTR 261	Beginning Acting	
Media Studies Ele		
Choose one cours	se from:	3
COMM 203	Topics in Cinema History ³	
COMM 324	Film Genre ³	
	se from COMM 203 or COMM 324 (if different topic	3
	om the following list:	Ŭ
COMM 258	Game Studies	
COMM 261	Social Media	
COMM 275	Web Design and Usability	
COMM 280	Media Technology & Society	
COMM 322	Guerilla Media	
COMM 323	Remixing Culture	
COMM 360	Digital Media Ethics	
COMM 361	New Media Criticism ¹	
ENGL 359	High and Low Culture	
LITR 204	European Film	
LITR 219	African Film	
LITR 244	Indian Film	
LITR 244 LITR 264	Italian Film Genre	
LITR 267	Italian Film History	
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LITR 284	International Film	
FNAR 365	History of Photography	
FNAR 390	Art History: Methods and Research	
GERM 370	German Cinema (or program director's permission)	
Advanced Produc		3
Select one from t Elective:	he following list, if not already taken as a Production	
COMM 232	Cinematography I	
COMM 308	Screen Directing	
COMM 310	Production Design	
COMM 326	Screenwriting ¹	
COMM 359	Advanced Post Production	
Internship		
Requires a minim Senior standing	um of 18 credit hours completed and Junior or	
COMM 394	Film & Digital Media Internship ²	3
Capstone		
Select one of the	following. Courses already taken cannot also	3
satisfy this requir	ement.	

Total Hours		43
COMM 388	Film and Digital Media Capstone	
COMM 339	Video Documentary ²	
COMM 338	Narrative Production	

¹ Writing Intensive (https://catalog.luc.edu/undergraduate/ communication/#wisections)

- ² Satisfies Engaged Learning (https://catalog.luc.edu/undergraduate/ university-requirements/engaged-learning/) requirement.
- ³ May be repeated if different topic
- ⁴ Inigo (https://www.inigocomm.com/)

Suggested Sequence of Courses

The below sequence of courses is meant to be used as a suggested path for completing coursework. An individual student's completion of requirements depends on course offerings in a given term as well as the start term for a major or graduate study. Students should consult their advisor for assistance with course selection.

Course	Title	Hours
First Year		
Fall		
COMM 201	Media Theory and Criticism	3
COMM 274	Introduction to Cinema	3
	Hours	6
Spring		
COMM 135	Intro to Video Production	3
	Hours	3
Second Year		
Fall		
COMM 130	Intro to Audio Production	3
Media Studies Electi	ve	3
	Hours	6
Spring		
COMM 200	Digital Communication and Society	3
COMM 202	Story for Film and Television	3
	Hours	6
Third Year		
Fall		
COMM 100	SOC Career Prep Seminar	1
COMM 203 or COMM 324	Topics in Cinema History or Film Genre	3
Production Elective		3
	Hours	7
Spring		
Production Elective		3
Advanced Production	n Elective	3
	Hours	6
Fourth Year		
Fall		
COMM 350	Producing for Film & Digital Media	3
COMM 394	Film & Digital Media Internship	3
	Hours	6

Spring

Major Capstone Course	
Hours	3
Total Hours	43

School of Communication Graduation Requirements

All Undergraduate students in the School of Communication are required to take two Writing Intensive courses (6 credit hours) as well as complete a foreign language requirement at 102-level or higher (3 credit hours) or a language competency test. More information can be found here (https://www.luc.edu/soc/undergrad/soclanguagerequirement/).

Additional Undergraduate Graduation Requirements

All Undergraduate students are required to complete the University Core, at least one Engaged Learning course, and UNIV 101. SCPS students are not required to take UNIV 101. Nursing students in the Accelerated BSN program are not required to take core or UNIV 101. You can find more information in the University Requirements (https://catalog.luc.edu/undergraduate/university-requirements/) area.

LEARNING OUTCOMES

- 1. Develop fundamental knowledge and skills essential in media production, exhibition, and distribution.
- 2. Connect theory, analysis, and hands-on work in the development of original ideas in film and digital media.
- 3. Identify their aesthetic vision as a creator of media.
- 4. Gain technical proficiency in audio and visual skills, and specialization in advanced production skills.