

FILM AND DIGITAL MEDIA: INTERNATIONAL PROGRAMMING 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.

International Film Studies introduces students to the global markets for programming media, writing reviews and criticism, learning about media distribution, curation, film history and related professions.

CURRICULUM

Code	Title	Hours
Required Courses		
COMM 100	SOC Career Prep Seminar	1
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
Required Production Course		
Select one of the following:		3
COMM 130	Intro to Audio Production	
COMM 135	Intro to Video Production	
COMM 275	Web Design and Usability	
Media Studies Required Course		
Select one of the following:		3
COMM 203	Topics in Cinema History	
COMM 324	Film Genre	
Media Studies Electives		
Select three of the following:		9
COMM 203	Topics in Cinema History ³	
COMM 258	Game Studies	
COMM 261	Social Media	
COMM 280	Media Technology & Society	
COMM 322	Guerilla Media	
COMM 323	Remixing Culture	
COMM 324	Film Genre ³	
COMM 360	Digital Media Ethics	
COMM 361	New Media Criticism ¹	
ENGL 359	High and Low Culture	
FNAR 365	History of Photography	
FNAR 390	Art History: Methods and Research	
GERM 370	German Cinema	
LITR 204	European Film	
LITR 219	African Film	
LITR 244	Indian Film	
LITR 264	Italian Film Genre	
LITR 267	Italian Film History	

LITR 284	International Film or program director’s permission	
Electives		
Select two courses from Production or Media Studies above, or from the list below		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 & Digital	
COMM 359	Advanced Post Production	
COMM 373	Digital Storytelling Abroad ²	
COMM 374	Special Topics: Film & Digital Media ³	
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 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	
Internship		
Requires a minimum of 18 credit hours completed and Junior or Senior standing		
COMM 394	Film & Digital Media Internship ²	3
Capstone		
Select one of the following:		3
COMM 357	Programming Film & Media: Festivals, TV & Digital	

COMM 388	Film and Digital Media Capstone	
Total Hours		43

¹ Writing Intensive (<https://catalog.luc.edu/undergraduate/communication/#wisesections>)

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 274	Introduction to Cinema	3
COMM 130 or COMM 135 or COMM 275	Intro to Audio Production or Intro to Video Production or Web Design and Usability	3
Hours		6
Spring		
COMM 201	Media Theory and Criticism	3
Hours		3
Second Year		
Fall		
COMM 200	Digital Communication and Society	3
COMM 202	Story for Film and Television	3
Hours		6
Spring		
COMM 203 or COMM 324	Topics in Cinema History or Film Genre	3
Hours		3
Third Year		
Fall		
	Media Studies Elective	3
	Media Studies Elective	3
COMM 100	SOC Career Prep Seminar	1
Hours		7
Spring		
COMM 350	Producing for Film & Digital Media	3
COMM 394	Film & Digital Media Internship	3
Hours		6
Fourth Year		
Fall		
	Media Studies Elective	3
	Major Elective	3
Hours		6

Spring

COMM 357 or COMM 388	Programming Film & Media: Festivals, TV & Digital or Film and Digital Media Capstone	3
Major Elective		3
Hours		6
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/soclanguage requirement/>).

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 and review of original ideas in film and digital media.
3. Identify their social values as a critical thinker.
4. Gain proficiency in the story development, programming, financing and distribution of media works