

## **DCIN COURSE DESCRIPTIONS:**

### **DCIN 101 – Production Tools 1: Audio (2 credits) – *NEW COURSE***

Introduces basic audio recording techniques. Students complete exercises using digital audio recorders, wireless and boom-mounted microphones, and Adobe Audition.

### **DCIN 102 – Production Tools 2: DSLR Video (2 credits) – *NEW COURSE***

Introduces basic videography principles and techniques. Students complete exercises using DSLR cameras.

### **DCIN 103 – Production Tools 3: Non-Linear Editing (2 credits) – *NEW COURSE***

Introduces basic editing techniques and competencies using Adobe Premiere.

### **DCIN 200 – Storytelling Foundations (4 credits) – *FORMERLY COMM 220***

Students will study narrative communication across multiple mediums to better understand how stories shape identities, communities, and cultures. Students will explore classical story principles, such as plot, narration, characterization, and audience, as well as innovative and transgressive narrative strategies, and apply their understanding in the creation of their own original stories.

### **DCIN 201 – Intro to Film Analysis (4 credits) – *FORMERLY COMM 290***

Introduces principles, theories, and methods of cinematic communication and film analysis and explores related audio/visual texts. Students become critical consumers of media as they learn how cinematic form is used to construct meaning and understand how people from diverse cultures might interpret and process media in distinct ways.

### **DCIN 202 – History of Cinema (4 credits) – *NEW COURSE***

Students will survey the historical development of the film and other media industries, examining the aesthetic, social, and economic contexts in which media institutions produce and distribute media artifacts.

### **DCIN 203 – Digital Cinema Production (4 credits) – *FORMERLY COMM 215+R***

Students develop their skills in project management, collaboration, creative problem-solving, and effective leadership as they explore their prospective careers in Digital Cinema. Students learn the stages of film production, how crews are organized, the budget and scheduling process, and work together in small groups to prepare and produce short films.

**DCIN 216 – Studio Production for Film & Television (4 credits) – *FORMERLY COMM 216***

Provides an introduction to the basic equipment and operating techniques of multi-camera studio production. Explores camera operation, the language of video production, and other necessary equipment and techniques. Students work individually and in groups to develop, script, prep and shoot original work.

**COMM 300B – Creativity & Research (4 credits) – *NEW COURSE***

Introduces key concepts and methods for gathering and evaluating information for application in creative projects. Students practice assessing their own knowledge, organizing a research plan, and producing rigorous, research-based writing.

**DCIN 301 – Innovations in Creative Media (1 credit x 4) – *NEW COURSE***

A one-day, conference-styled course offered every fall and winter in which students collaboratively engage the latest technological developments, industry trends, and contemporary problems in the professional world of creative media.

**DCIN 313 – Design Problems in Sound & Light (4 credits) – *FORMERLY COMM 313***

Explores fundamentals of audio and visual media production concepts and techniques through lectures, readings, and collaborative projects. Students will learn intermediate-level skills in camera, audio, and lighting for film and video production.

**DCIN 321 – Visual Storytelling I: Cinematography (3 credits) – *NEW COURSE***

Advanced study of the technical, aesthetic, and craft considerations of storytelling with light and digital cameras.

**DCIN 322 – Visual Storytelling II: Editing (3 credits) – *FORMERLY COMM 375***

Advanced study of the technical, aesthetic, and craft considerations of storytelling through non-linear editing.

**DCIN 331 – Screenwriting 1: The Short Script (4 credits) – *FORMERLY COMM 312***

Introduces and applies the unique techniques and practices of scriptwriting for short films.

**DCIN 332 – Screenwriting 2: Features & Pilots (4 credits) – *NEW COURSE***

Applies the unique techniques and practices of scriptwriting for longform screen stories, such as a television pilot or feature-length spec script.

**DCIN 334 – Directing for the Screen (4 credits) – *FORMERLY COMM 314***

Addresses the skills essential to working as a director in film and video, including script analysis, casting, rehearsal techniques, blocking, directing actors, visual storytelling through shot selection and mise-en-scene, and communicating a cohesive vision to the crew. Students will workshop and shoot scenes with actors in order to hone their craft.

**DCIN 340 – Entrepreneurial Producing (4 credits) – *FORMERLY COMM 315***

Students learn to develop new projects as independent producers while also mastering below-the-line production management skills, such as advanced script breakdown and scheduling, film budgeting, location scouting and permitting, contracts and crew management, call sheets, and production reports. Students will also collaboratively launch a crowdfunding campaign, in conjunction with the SOU Foundation, to finance the project to be shot during DCIN 350 – The Crew Experience.

**DCIN 350 – The Crew Experience (12 credits) – *NEW COURSE***

Taken by all Digital Cinema juniors in the spring term, students collaborate under the supervision of the instructor, on the production of a significant film project. Students must apply and interview for their roles and will be assigned based on their experience, skills, and portfolio of previous work. The project will be funded primarily through a crowdfunding campaign run in the previous term as part of DCIN 340 – Entrepreneurial Producing.

**DCIN 363 – Film Theory & Practice: Documentary (4 credits) – *FORMERLY COMM 363***

Explores the history and theory of documentary film. Students examine a range of documentary practices, considering their respective representational strategies and the consequence of those strategies for epistemological and ethical concerns at the center of the documentary tradition.

**DCIN 364 – Film Theory & Practice: Narrative (4 credits) – *FORMERLY COMM 364***

Explores the history and theory of narrative film from an international perspective. Students examine a range of narrative filmmaking practices, considering their respective national, cultural, and economic contexts, modes of production, technological developments, and traditions of visual storytelling.

**DCIN 409 – Practicum (1-15 credits) – *FORMERLY COMM 409B***

Supervised internship or advanced individual project approved by Digital Cinema faculty. Includes the application of principles and theories of Digital Cinema theory or practice in educational, professional, and community settings.

**DCIN 410A – Capstone Research & Development (2 credits) – *NEW COURSE***

Students conduct research and development work in support of an original Capstone thesis project.

**DCIN 410B – Capstone Production (2 credits) – *NEW COURSE***

Students serve in a substantial role in the production of an original Capstone thesis project.

**DCIN 410C – Capstone Post-Production & Portfolio (2 credits) – *FORMERLY COMM 410B***

Students complete work on the Capstone thesis project, build a portfolio of professional, academic, and creative work, and engage in critical reflection of their Capstone learning.

**DCIN 444 – Film Festival Programming & Promotion (2-4 credits) – *FORMERLY COMM 444***

Students will study the international film festival circuit and independent film market, and may participate in a community partnership project with a regional film festival (such as the Ashland Independent Film Festival), participate in the programming and promotion of a film exhibition, and/or prepare a festival submission strategy for an assigned short film.

**COMM 460E – Visual Communication (4 credits) – *EXISTING COURSE***

Provides a comprehensive overview of the diverse frameworks by which we explain, explore and understand visual methods of communication. Students will gain a scientific understanding of visual communication (encompassing biological and cognitive models of vision), plus a social understanding (encompassing interpretation, content analysis, semiotics, discourse analysis and critical perspectives on the production and reception of visual content). This course also addresses changes in the nature of visual communication driven by the digitalization of media in the 21st century.

**DCIN 472 – Advanced Production Projects (2-4 credits) – *FORMERLY COMM 472***

Offers supervised experience in advanced film, television, and/or video production.

**DCIN 472A – Advanced Documentary Production (4 credits) – *FORMERLY COMM 472A***

Offers students an advanced exploration of documentary media production. Students explore the diverse approaches used by documentarians to represent reality and consider the benefits and limitations of these approaches for their own production work. By the end of the term, students will have pitched, planned, shot and edited a short documentary in collaboration with others in the class.

**DCIN 472C – Advanced Promotional Production for Clients (4 credits) – *FORMERLY COMM 472C***

Students work with real-world clients to produce an advanced promotional campaign, including video and social media components.

**DCIN 472D – Advanced Short Film Production (4 credits) – *FORMERLY COMM 472D***

Hands-on course in short film production. Students investigate key formal criteria that define short films, paying particular attention to the relationship between genre and style. Students work in groups to produce short films, considering such aspects as scriptwriting, mise-en-scène, acting styles, cinematography, editing and narrative.

**DCIN 472F – Advanced Virtual Reality Production (4 credits) – *FORMERLY COMM 472F***

This course offers students an opportunity to explore the use of 360-degree video capture and the production of virtual worlds as a storytelling medium. Students will learn the basic technologies of 360VR capture, editing and post-production, and apply those skills to create immersive virtual worlds. Students will have the option to pursue documentary/journalistic, artistic/conceptual or narrative/fictional applications of emerging technologies for VR production.