



**DIGITAL  
CINEMA**  
SOUTHERN  
OREGON  
UNIVERSITY

**BA/BS**

## **Program Summary**

A degree in Digital Cinema from SOU offers visual storytellers the creative skills, technical immersion, and faculty mentoring they need to turn their ideas into compelling moving images in preparation for a wide array of media-making careers.

### ***COMMON PROGRAM PREREQUISITES: Up to 6 credits***

- **DCIN 101 – Production Tools 1: Audio (2 credits)**
- **DCIN 102 – Production Tools 2: DSLR Video (2 credits)**
- **DCIN 103 – Production Tools 3: Non-Linear Editing (2 credits)**

Students entering the Digital Cinema major must demonstrate technical competency in the basic Production Tools suite. Students may earn these credits through our courses or apply for Credit for Prior Learning, which includes a practical examination of their skills.

## **DIGITAL CINEMA MAJOR REQUIREMENTS: 79 credits**

### **LOWER DIVISION CORE: 17 credits**

- **DCIN 101 - Career Foundations (1 credit)**  
Students explore career opportunities in media while learning important set safety protocols, how to prevent harassment and abuse, industry-standard production procedures and record-keeping, sustainable production practices, and crew terminology essential to working on professional film and television sets.
- **DCIN 200 – Storytelling Foundations (4 credits)**  
Students 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)**  
Introduces principles, theories, and methods of cinematic communication and film analysis and explores related audio/visual texts.
- **DCIN 202 – History of Cinema (4 credits)**  
Students 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)**  
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.

## **UPPER DIVISION CORE: 20 credits**

- **DCIN 313 – Design Problems in Sound & Light (4 credits)**  
Students will learn intermediate-level skills in camera, audio, and lighting.
- **DCIN 321 – Cinematography (4 credits)**  
Advanced study of the technical, aesthetic, and craft considerations of storytelling with light and digital cameras.
- **DCIN 322 – Advanced Editing (4 credits)**  
Advanced study of the technical, aesthetic, and craft considerations of storytelling through non-linear editing.
- **DCIN 331 - Screenwriting 1: The Short Script (4 credits)**  
Introduces and applies the unique techniques and practices of scriptwriting for short films. Screenwriting 2 and 3 apply those skills to writing feature-length scripts.
- **COMM 300B – Creativity & Research (4 credits)**  
Introduces key concepts and methods for gathering and evaluating information for application in creative projects.

## **MEDIA ENTREPRENEURSHIP AND MANAGEMENT: 4 credits**

All Digital Cinema students must complete 4 credits in Media Entrepreneurship. Course topics include Entrepreneurial Producing, Digital Life, Creative Industries, Design Thinking, Creative Careers Bootcamp, and Creative Entrepreneurship.

## **CONTEXT & INQUIRY: 8 credits**

All Digital Cinema students must complete 8 credits in Theory & Practice. Theory & Practice courses integrate film theory topics with practical application. Course topics include Documentary, Narrative Cinemas, Genre, Auteurs, and Virtual Reality.

## **PRODUCTION IMMERSION: 12 credits**

Most will fulfill this requirement with DCIN 450 – The Crew Experience, in which student filmmakers spend an entire term “learning on location,” collaborating under the supervision of experienced professionals on the full-time set of a significant film project. The credits may also be earned through a variety of 400-level Advanced Production courses in the areas of Promotional, Documentary, Short Film, and Virtual Reality.

## **CAPSTONE: 6 credits required over three terms**

All Digital Cinema students must complete a culminating 6-credit Capstone project in one of three tracks: Production Thesis, Screenwriting Thesis, or Non-thesis Career Training & Development.

## **ELECTIVES: 12 credits**

To fulfill their elective requirements, students choose from a wide array of electives in the major as well as options offered by Communication, Business, EMDA, Theatre, and others.