



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. Experiential classes give students ample on-set opportunities to put their understanding into action in a supportive environment where failure is celebrated as an integral stage of the learning process. We encourage our student filmmakers to chart new territory and create courageously, challenging themselves to push the boundaries of the possible.

Our small class sizes promote camaraderie and community among students, planting the seeds of an essential professional network and sharpening skills in collaboration and communication. Students engage in frequent peer feedback and peer mentoring, learning as much from one another as from their faculty, and develop the advanced group problem-solving skills necessary to a career in professional production.

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 either demonstrate technical competency in audio recording, DSLR videography, and video editing software, or pass the Production Tools suite of courses before taking most Digital Cinema production courses. Students may demonstrate mastery through production credits on their high school transcript, transfer credits from a community college or other 4-year university, or through portfolio work and a practical examination.

DIGITAL CINEMA MAJOR REQUIREMENTS: 76 credits

LOWER DIVISION CORE: 16 credits

- **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: 28 credits

- **DCIN 313 – Design Problems in Sound & Light (4 credits)**
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)**
Advanced study of the technical, aesthetic, and craft considerations of storytelling with light and digital cameras.
- **DCIN 322 – Visual Storytelling II: Editing (3 credits)**
Advanced study of the technical, aesthetic, and craft considerations of storytelling through non-linear editing.
- **DCIN 340 – Entrepreneurial Producing (4 credits)**
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.
- **COMM 300B – Creativity & Research (4 credits)**
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.
- **COMM 460E – Visual Communication (4 credits)**
Provides a comprehensive overview of the diverse frameworks by which we explain, explore and understand visual methods of communication.
- **DCIN 410A, B, and C – Capstone (6 credits)**
Students serve in a substantial role in the production of an original Capstone thesis project and build a portfolio of professional, academic, and creative work, and engage in critical reflection of their Capstone learning.

PRODUCTION IMMERSION: 12 credits

All Digital Cinema students must complete 12 credits in Production Immersion. Most will fulfill this requirement with DCIN 350 – 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. Students will apply and interview for their crew positions based on the experience, skill levels, and portfolio of work they have developed in preceding classes. Students unable to participate in The Crew Experience for various reasons may meet this requirement through a combination of Practica and Advanced Production credits.

INNOVATION: 4 credits

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

THEORY & PRACTICE: 4 credits

All Digital Cinema students must complete 4 credits in Theory & Practice. Theory & Practice courses integrate film theory topics with practical application. Course topics include Documentary, Narrative Cinemas, Genre, Auteurs, Virtual Reality, and Emerging Media & Digital Arts.

ELECTIVES: 12 credits

To fulfill their elective requirements, students may choose from a wide array of Digital Cinema electives as well interdisciplinary options offered by Communication, Business, EMDA, Theatre, and others. Digital Cinema electives include Studio Production for Film & Television, Screenwriting 1: The Short Script, Screenwriting 2: Features & Pilots, Directing for the Screen, Film Festival Programming & Promotion, and Advanced Production courses in Documentary, Short Film, Virtual Reality, and Promotional Video, among others.