CINEMA & DIGITAL MEDIA, BACHELOR OF ARTS

College of Letters & Science

The Cinema & Digital Media Major Program

The Cinema & Digital Media (CDM) program combines the study of audio-visual and digital media, theories about such media, and the relevant modes of artistic practice and production. CDM integrates the analysis of audio-visual and digital texts with their theoretical underpinnings and their methods of production. The program also addresses the particular impact that technology has on culture in its many forms and fields.

CDM faculty teach and research on various histories, theories, and practices of media. Current fields for teaching and research in cinema and digital media include the history and analysis of film and video, film and video production, electronic music, digital content creation and design, the digital arts, community media and activism, computer graphics, animation, and gaming—as well as the theories and politics of these various areas.

The Program

Preparatory course work involves a solid introduction to the history, ideas and current trends in cinema and digital media. For depth subject matter, students in the major select a combination of critical studies and creative production courses. Two courses will be selected from the production/programming distribution, two from the theory/history distribution and four will be elected by the student, allowing them to take up to six production courses or six studies/theory classes, should they so choose.

Major Advisor

Information on the current Academic Advisors can be obtained at the Arts Group Advising Center (http://arts.ucdavis.edu/arts-group-undergraduate-advising/) at 530-752-0616.

Career Alternatives

Cinema & Digital Media is designed to prepare graduates to be highly adaptable analytical thinkers, collaborative, multi-skilled and current with the latest developments in media and technology. Perhaps most importantly is self-motivation: students do best when fueled by their own passions and plot their own directions, while held to very high standards. We feel this is the best education for living and working in a complex, rapidly changing world. Final research papers and creative production portfolios will provide graduate school admissions committees, employers or clients with tangible evidence of Cinema & Digital Media graduates' track records and talents.

Course Changes

Cinema & Digital Media is working on updating all of the existing FMS, TCS, and CTS courses to the CDM course subject code. If you have any questions regarding the course subject code changes and equivalent major requirements, please contact the Arts Group Advising Center (http://arts.ucdavis.edu/arts-group-undergraduate-advising/) at 530-752-0616.

Code	Title	Units
Preparatory Subject Matter		
Choose two:		8
CDM 001	Introduction to Film Studies	
CDM 002	Introduction to Technocultural Studies	
CDM 003	Media Archaeology	
Choose two:		8-9
CDM/ECS 012	Introduction to Media Computation	
CDM 020	Filmmaking Foundations	
or CDM 020V	Filmmaking Foundations	
CDM/ENL 072	Introduction to Games	
Choose two:		8
CDM 040A	(Pending Approval)	
CDM 040B	(Pending Approval)	
CDM 041A	History of Cinema from 1895-1945	
CDM 041B	History of Cinema from 1945-Present	
or CDM 041BV	History of Cinema from 1945-Present	
CTS/STS 040A	Media History 1, Guttenberg to Oppenheimer	
CTS/STS 040B	Media History 2 1945-Present	
Preparatory Subject Matter Subtotal		24-25
Depth Subject Matter		
Choose one:		4-5
CDM 150	(Pending Approval)	
CDM/STS 151	Media Theory	
CTS 150	(Discontinued)	
FMS 127	Film Theory	
Choose two or more for a total of 8 units:		8
ART 114A	Intermediate Video: Animation	
ART 114B	Intermediate Video: Experimental Documentary	
ART 114C	Intermediate Video: Performance Strategies	
ART 117	Advanced Video & Electronic Arts	
CDM 100	Experimental Digital Cinema I	
CDM 101	Experimental Digital Cinema II	
CDM 103	Interactivity & Animation	
CDM 104	Documentary Production	
CDM 105/WMS 165	Feminist Media Production	
CDM 107/DRA 174	Acting for Camera	
CDM 108	(Pending Approval)	
CDM 111	Community Media Production	
CDM 112	(Pending Approval)	
CDM 113	Community Networks & Social Media	
CDM 116	(Pending Approval)	
CDM 117	(Pending Approval)	
CDM 121	Introduction to Sonic Arts	
or CDM 121V	Introduction to Sonic Arts	
CDM 122	Intermediate Sonic Arts	
or CDM 122V	Intermediate Sonic Arts	
CDM 123	Sight & Soundtrack	

CDM 125	Advanced Sound: Performance & Improvisation
CDM 130	Fundamentals of Computer Graphics
CDM 131	Character Animation
CDM 135	Object-Oriented Programming for Artists
CDM 136	Electronics for Artists
CDM 137	Topics in Virtuality
CDM/STS/ENL 172	Video Games & Culture
CDM 174	Special Topics in Analog Game Design
CDM 175	Introduction to Digital Game Development
CDM 173	Introduction to Analog Game Design
CDM 177	Introduction to Game Programming
CDM 178	Special Topics in Game Programming
CDM 192	Internship
CDM 198	Directed Group Study
CDM 199	Special Study for Advanced Undergraduates
CTS/DRA 116	Design on Screen
CTS/DRA 124E	Costume Design for Film
TCS 112	New Radio Features & Documentary
TCS/DRA 175	Small Scale Film Production

Choose two for a total of 8 units:		8
CDM 151	Media Theory	
CDM 156	Epic Television: The Golden Age of TV? Sopranos, Wire, Girls, Walking Dead	
CDM 155	(Pending Approval)	
CDM/AMS 158	Technology & the Modern American Body	
CDM 159	(Pending Approval)	
CDM 160	(Pending Approval)	
CDM 162	(Pending Approval)	
CDM 163	Art & Cinema: Between the White Cube & the Black Box	
or CDM 163V	Art & Cinema: Between the White Cube & the Black Box	
CDM 165A	(Pending Approval)	
CDM 165AS	(Pending Approval)	
CDM 165B	(Pending Approval)	
CDM 165C	(Pending Approval)	
CDM 165D	(Pending Approval)	
CDM/GER 165E	Nazi & Fascist Cinema: Film & other Visual Media	
CDM 165F	(Pending Approval)	
CDM 165G	(Pending Approval)	
CDM 165H	(Pending Approval)	
CDM 165I	(Pending Approval)	
CDM 165K	(Pending Approval)	
CDM 165O	(Pending Approval)	
CDM 165P	(Pending Approval)	
CDM 166	Topics in U.S. Film History	
CDM 167	Topics in Film Genres	
CDM 171	Game Studies Seminar	
or ENL 171	Game Studies Seminar	

CDM 172	Video Games & Culture	
CDM 189	Special Topics in Cinema & Digital Media	
CDM 190	Research Methods in Cinema & Digital Media (Pending Approval)	
CDM 198	Directed Group Study	
CHN 101	Chinese Film	
CTS 146A/ MSA 131A	Modern Iranian Cinema	
FMS 120	Italian-American Cinema	
FMS/ITA 121	New Italian Cinema	
FMS/ITA 121S	New Italian Cinema	
FMS 127	Film Theory	
FMS/RUS 129	Russian Film	
FMS/GER 142	New German Cinema	
FMS/GER 176A	Classic Weimar Cinema	
STS 151/ CTS 150 (DISCONTINUED)	Media Theory	
TCS 155	Introduction to Documentary Studies	
TCS 159	Media Subcultures	
Choose four additional courses, chosen from the lists above, for a total of at least 16 units. Some courses are identified as fulfilling more than one requirement; a given course can only fulfill one such requirement.		16
Depth Subject Matter Subtotal		36-37
Total Units		**60-62**