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.
CDM 135  Object-Oriented Programming for Artists
CDM 136  Electronics for Artists
CDM 137  Topics in Virtuality
CDM 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:
CDM 150  (Pending Approval)
CDM 151  (Pending Approval)
CDM 155  (Pending Approval)
CDM 156  Epic Television: The Golden Age of TV?
         Sopranos, Wire, Girls, Walking Dead
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
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  (Pending Approval)
CDM 172  Video Games & Culture
CDM 189  Special Topics in Cinema & Digital Media
CDM 190  (Pending Approval)
CDM 198  Directed Group Study
CHN 101  Chinese Film
CTS 146A/MSA 131A  Modern Iranian Cinema
CTS 150/STS 151  Media Theory
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
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.
Depth Subject Matter Subtotal 36-37
Total Units 60-62