Cinema, B.A.

Learning Outcomes
Cinema graduates will be able to:

- develop a broad proficiency in cinematic creativity (in areas such as editing, cinematography, screenwriting, sound design, animation) as well as the business of filmmaking, while emphasizing their own expressive vision;
- display an understanding of preproduction, production, and postproduction in the filmmaking process; succinctly describe, pitch, and reflect on their own filmmaking practice; benefit from having assessed and evaluated their own and their peers’ films in workshops that emphasize constructive critique;
- speak confidently, read critically, and research and write persuasively about the history and theory of cinema as a multifaceted medium with artistic, educational, and cultural implications;
- recognize and critically evaluate the variety of film styles and practices from historical and contemporary, as well as international perspectives;
- demonstrate the mutually beneficial skills developed across film production and film studies courses by making films informed by film studies and by writing essays informed by filmmaking;
- display critical thinking about the relationship between form and content in moving images;
- be in a position to apply this knowledge and skills to a range of 21st-century careers permeated by media production, whether in the film and culture industries, media, arts, and marketing professions, or higher education and other related areas; and
- understand and use cinema as a powerful tool for learning about the world and creating positive change as an engaged global citizen.

Overview
The B.A. with a major in cinema prepares students as engaged participants in the ever-changing media environment by offering them the conceptual and practical tools for analyzing and creating films informed by a dialogue between film studies and film production. Students build a comprehensive knowledge of motion pictures across topics ranging from studies courses focused on major film movements, directors, and critical debates in the history and theory of cinema, and production courses focused on narrative, documentary, and experimental films, using 16mm and digital technologies.

Requirements
The Bachelor of Arts with a major in cinema requires a minimum of 120 s.h., including 33 s.h. of work for the major. Students must maintain a g.p.a. of at least 2.00 in all courses for the major and in all UI courses for the major. They also must complete the College of Liberal Arts and Sciences GE CLAS Core. A maximum of 9 s.h. of transfer credit may be counted toward the cinema major. Students may count a maximum of 6 s.h. of course work from another major, minor, or certificate toward the major in cinema.

The major in cinema is an individualized, interdisciplinary study of film and the production of creative work in film, video, and interactive multimedia. It is designed to promote cultural and artistic awareness, to increase speaking and writing skills, and to develop capacities for systematic reasoning and effective production in cinema arts.

All students are expected to gain a perspective on the study and the production of film, video, or digital media while becoming acquainted with the historical, critical, and theoretical issues of the area. In conjunction with an appropriate overall curriculum, the major in cinema can offer effective preparation for continuing study or creative work in the humanities, arts, and cinema; provide a solid foundation for careers in film, video, television, and digital production; and lead to careers in arts administration, advertising, and business.

The course CINE:1834 Modes of Film and Video Production is the only production course required for the major. Students may use more advanced production courses to complete the major, but admission to these courses is limited and depends on the student’s achievement in prerequisite production courses.

The B.A. with a major in cinema requires the following course work.

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td></td>
<td>Core Courses</td>
<td>13</td>
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<tr>
<td></td>
<td>Elective Courses</td>
<td>20</td>
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<td></td>
<td>Total Hours</td>
<td>33</td>
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Core Courses

<table>
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<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>CINE:1601</td>
<td>Introduction to Film Analysis</td>
<td>3</td>
</tr>
<tr>
<td>CINE:1834</td>
<td>Modes of Film and Video Production</td>
<td>4</td>
</tr>
<tr>
<td>CINE:2615</td>
<td>Introduction to Film Theory</td>
<td>3</td>
</tr>
<tr>
<td>CINE:3195</td>
<td>Undergraduate Seminar</td>
<td>3</td>
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Elective Courses
An additional 20 s.h. in elective cinematic arts (prefix CINE) course work is required. From the 20 s.h., students must select at least 6 s.h. in advanced film studies courses. Courses CINE:1100 The Art of Smartphone Filmmaking and CINE:1200 Screenwriting Fundamentals will not count toward the 20 s.h. of required elective credit.

Advanced Film Studies Courses
Advanced film studies courses may be selected from the following.

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<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>CINE:3750</td>
<td>Topics in Cinema and Culture</td>
<td>3</td>
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<tr>
<td>CINE:4606</td>
<td>Topics in Asian Cinema</td>
<td>3</td>
</tr>
<tr>
<td>CINE:4608</td>
<td>Topics in Documentary Film</td>
<td>3</td>
</tr>
<tr>
<td>CINE:4618</td>
<td>Topics in World Cinemas</td>
<td>3</td>
</tr>
<tr>
<td>CINE:4620</td>
<td>Topics in Film Form, Style, and Theory</td>
<td>3</td>
</tr>
<tr>
<td>CINE:4678</td>
<td>Topics in Latin American Cinema</td>
<td>3</td>
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</tbody>
</table>
Honors

Honors in the Major

Students have the opportunity to graduate with honors in the major. Departmental honors students must maintain a cumulative g.p.a. of at least 3.33 in all UI course work and a cumulative g.p.a. of at least 3.50 in all cinematic arts course work. Once a student has earned 75 s.h., a student submits a written proposal for a honors thesis or production project. The proposal must be approved by the faculty member who heads the student’s honors thesis/project committee; the committee must be composed of at least two faculty members from the Department of Cinematic Arts. For more specific honors thesis/project requirements in the cinema major, contact the Department of Cinematic Arts.

University of Iowa Honors Program

In addition to honors in the major, students have opportunities for honors study and activities through membership in the University of Iowa Honors Program. Visit Honors at Iowa to learn about the University’s honors program.

Membership in the UI Honors Program is not required to earn honors in the cinema major.

Academic Plans

Four-Year Graduation Plan

The following checkpoints list the minimum requirements students must complete by certain semesters in order to stay on the University’s Four-Year Graduation Plan. Courses in the major are those required to complete the major; they may be offered by departments other than the major department.

Students must take CINE:1601 Introduction to Film Analysis before or with CINE:1834 Modes of Film and Video Production.

Before the fifth semester begins: at least two courses in the major, including CINE:1601 Introduction to Film Analysis and CINE:1834 Modes of Film and Video Production

Before the seventh semester begins: at least five more courses in the major (total of seven), including CINE:2615 Introduction to Film Theory, and at least 90 s.h. earned toward the degree

Before the eighth semester begins: at least three more courses in the major preferably including CINE:3195 Undergraduate Seminar

During the eighth semester: enrollment in all remaining course work in the major, all remaining GE CLAS Core courses, and a sufficient number of semester hours to graduate

Career Advancement

Because the film and television industries include a wide array of jobs, the cinema degree is not a direct track to any one specific career, but it does provide a solid foundation for entry into this field.

University of Iowa graduates have found work on sets in Hollywood and New York as location managers, editors, camera assistants, writers, producer’s assistants, location managers, casting agents, and more. Graduates also have found work in San Francisco, Chicago, Milwaukee, Seattle and many other cities, with jobs in distribution, programming, documentary research, and education, among others. The Pomerantz Career Center offers multiple resources to help students find internships and jobs.