

USC School of Cinematic Arts



patron...
FT. JASON'S APARTMENT - FOYER...
nice apartment. Nice things and cheap things...
each other in tasteful harmony.
CAROL (26) from the pictures, short hair, hipster thing go...
on, talks to ---
JASON (27) a mixture of a mountain man and a high school...
English teacher.
Thick rimmed glasses. CAROL...
ed out of this relationship.
head.



Divisions, Programs and Degrees Offered

DIVISION OF CINEMA & MEDIA STUDIES

Bachelor of Arts, Master of Arts, Doctor of Philosophy

DIVISION OF FILM & TELEVISION PRODUCTION

Bachelor of Fine Arts, Bachelor of Arts, Master of Fine Arts

JOHN C. HENCH DIVISION OF ANIMATION + DIGITAL ARTS

Bachelor of Fine Arts, Master of Fine Arts

INTERACTIVE MEDIA & GAMES

Bachelor of Fine Arts, Master of Arts, Master of Fine Arts,
Master of Science

MEDIA ARTS + PRACTICE

Bachelor of Arts, Doctor of Philosophy

PETER STARK PRODUCING PROGRAM

Master of Fine Arts

JOHN WELLS DIVISION OF WRITING FOR SCREEN & TELEVISION

Bachelor of Fine Arts, Master of Fine Arts

EXPANDED ANIMATION RESEARCH + PRACTICE

Master of Fine Arts

Undergraduate Minors

3D Animation in Cinematic Arts
Animation & Digital Arts
Cinematic Arts
Comedy
Digital Studies
Documentary
Entertainment Industry
Future Cinema
Game Animation
Game Audio

Game Design
Game Entrepreneurism
Game Studies
Game User Research
Immersive Media
Media and Social Change
Science Visualization
Screenwriting
Themed Entertainment

Honors And Graduate Certificates

Business of Entertainment
Cinematic Arts Archiving and Preservation
Digital Media & Culture
Multimedia Scholarship
Writing for Screen & Television



WELCOME TO SCA!

Everything we do at the School of Cinematic Arts is focused on equipping our students for leadership roles as media scholars, content creators, entertainment industry executives, and entrepreneurs.

As the only media school in the world that teaches all the major disciplines of the Cinematic Arts, SCA offers a uniquely interdisciplinary learning experience. Our students take classes across seven divisions that cover the breadth of film, television, and interactive media. They are exposed to the latest technological advances and storytelling techniques of the industry and have opportunities to meet and network with some of its most successful practitioners.

Underlying our cutting-edge programs is the liberal arts curriculum of one of the world's best research universities, known for its vibrant campus life and robust alumni networks. Our location in the heart of Los Angeles also allows us to access and partner with producers and distributors of all forms of media.

Throughout our history, SCA has been known for graduating creative visionaries who are master technicians as well as masterful storytellers. Our alumni have played key roles in each of the top ten blockbusters of all time, as well as some of the most acclaimed independent films. They have ushered in a new golden age of television, and are already reinventing the video game industry and exploring new frontiers of immersive experiences.

An SCA education is designed to serve as a competitive advantage in the professional world. That's why the entertainment industry looks to SCA first when recruiting its next generation of innovative leaders.

There simply isn't a better place in the world to learn the art and business of the moving image than the USC School of Cinematic Arts.

cinema.usc.edu

#1 on *The Hollywood Reporter's* List of Top 25 Film Schools in the U.S. for ten consecutive years.

#1 on Princeton Review's List of Top Game Design Programs in North America.

#1 on *The Wrap's* List of Top 50 Film Schools.



STORYTELLER

Nothing makes you happier than to engage an audience with a compelling tale that could inspire joy, tears, or even change the world!



AUTHENTIC

You're willing to tell "your story" so you always bring your unique voice and experiences to your creative work.

WHAT MAKES A SCHOOL OF CINEMATIC ARTS STUDENT?

YOC



PROFESSIONAL

Whether it's being on time or making sure you give your best effort, your reputation as a collaborator depends on how you conduct yourself in the classroom and on set.



DU

COLLABORATOR

Your teammates can depend on you when it comes to making any project a success.

Someone passionate about creating film, television, and interactive projects with a personal touch. Someone like... you!

EMPATHETIC

Creativity requires vulnerability and you understand and support your collaborators giving of themselves.

EVOLVING

This is your time to grow. That means there will be successes, and there will be failures. But most of all, there will be learning, and that's what it takes to move forward.





DIVISION OF CINEMA & MEDIA STUDIES

DEGREES OFFERED: **B.A., M.A., Ph.D.**

THE DIVISION OF CINEMA & MEDIA STUDIES (CAMS) PROVIDES THE KIND OF FOUNDATIONAL LEARNING THAT SERVES AS AN ESSENTIAL EDGE FOR ALL MEDIA-RELATED JOBS.

Cinema & Media Studies offers in-depth knowledge of the global entertainment industry's emerging futures and diverse histories. Students learn about the cultural, historical, and narrative contexts and constructs of new as well as traditional media. They are prepared to pursue diverse media careers as scholars, creators or executives, working at management firms, production companies, film festivals, talent agencies, international studios, and in higher education. Cinema & Media Studies majors become writers, directors, video game designers, content creators, and media analysts. Those who pursue Ph.D., J.D., and MBA degrees achieve success as university professors, entertainment lawyers, and top-level industry executives.

As a CAMS student you are exposed to a vast array of content, ranging from Hollywood and international blockbusters to avant-garde films, television and streaming video, learning to decode their structure, history, politics, and impact. You learn how to conduct research, make strong arguments, and create persuasive pitches, acquiring the insight critical to becoming future innovators. A Cinema & Media Studies major offers a 360 degree view of the field, as it imparts a deep understanding of the influences behind media production, the ideas driving artistic techniques, media's role in social justice, and diverse approaches to media creation.

The Division of Cinema & Media Studies offers you a rigorous exploration of media cultures as a product of creative expression, technology, business, politics, history, and economics. It establishes the academic foundation necessary for you to excel in a constantly evolving field.

Learn more and apply at cinema.usc.edu/MediaStudies





POSSIBLE CAREER PATHS:

Executive (Business, Marketing, Development), Director, Writer, Critic, Agent, Manager, Academia



RECENT ALUMNI:

Achala Upendran, MA '19
Fantasy Fiction Author and Metadata Research Specialist, Netflix

Darshana Mini, PhD '20
Assistant Professor of Communication Arts, University of Wisconsin – Madison

Jade Miller, MA '20
Assistant to Vice President for Hello Sunshine

Gabby Aguilar, MA '21
Program Assistant for SAG-AFTRA

Maria Zalewska, PhD '19
Executive Director, Auschwitz-Birkenau Memorial Foundation

Emma Hughes, MA '21
Programs Associate for NewFilmmakers Los Angeles (NFMLA)





DIVISION OF FILM & TELEVISION PRODUCTION

DEGREES OFFERED: **B.F.A., B.A., M.F.A.**

THE DIVISION OF FILM & TELEVISION PRODUCTION OFFERS THE WORLD'S MOST COMPREHENSIVE EDUCATION FOR MAKING COMPELLING CONTENT FOR SCREENS OF EVERY SIZE.

In this division you will learn all the disciplines of the production process. The Division of Film & Television Production ("Production") is the School of Cinematic Arts' largest. The work made by Production students has led SCA to be widely considered the best film school in the world!

In Production, you'll hone your skills in facilities that equal those of any top-ranked studio. You'll also be guided by faculty comprised of some of the field's most accomplished practitioners, many of whom worked on the films and television shows that first inspired your interest in creating content.

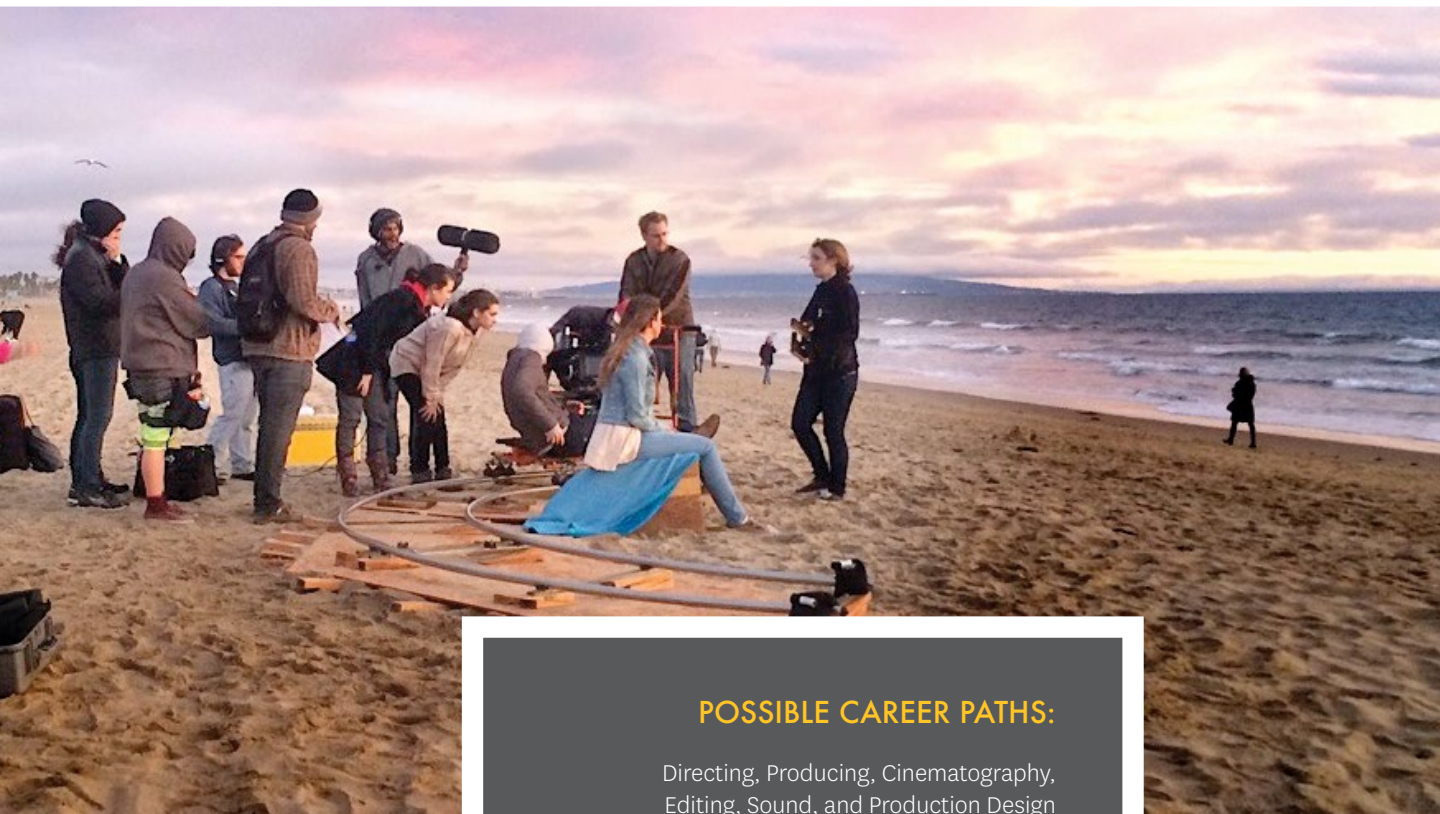
Film and television production as a field is constantly changing, with new techniques and production processes that make this an exciting profession. But what makes our industry transformational is the diversity of talent, ideas, and storytelling that creators bring to a project. In addition to technical training, you'll learn how to develop and communicate your own unique vision, how to bring your characters and storylines to life, and how to collaborate with your classmates who may become some of your creative partners in the future.

While you're at SCA, you'll also meet some of the biggest names in the industry, including many of the school's celebrated alumni. You'll learn the history and language of filmmaking, and how to communicate your ideas to the people who can help you execute them.

If you're looking for the gold standard in production faculty expertise, and the facilities and hands-on experience to match, this is the place for you!

Learn more and apply at cinema.usc.edu/production





POSSIBLE CAREER PATHS:

Directing, Producing, Cinematography,
Editing, Sound, and Production Design



RECENT ALUMNI:

Israel Gomez, BFA '22
Production Assistant, Paramount Plus

Derek Sepe, MFA '17
Founder & Sound Mixer/Editor, Sepe Sound, LLC /
Puget Sound Design
Founder, Citadel Production Rentals
Board Member, Louisville Film Society

Harry Locke IV, MFA '18
Post Production Engineer & Colorist,
Different By Design

Orlee-Rose Strauss, MFA '13
In-House Producer, Supermarché

Elise Brown, MFA '18
Writer, Showtime





JOHN C. HENCH DIVISION OF ANIMATION + DIGITAL ARTS

DEGREES OFFERED: **B.F.A., M.F.A.**

MINORS OFFERED: **3D Animation, Animation & Digital Arts, Science Visualization**

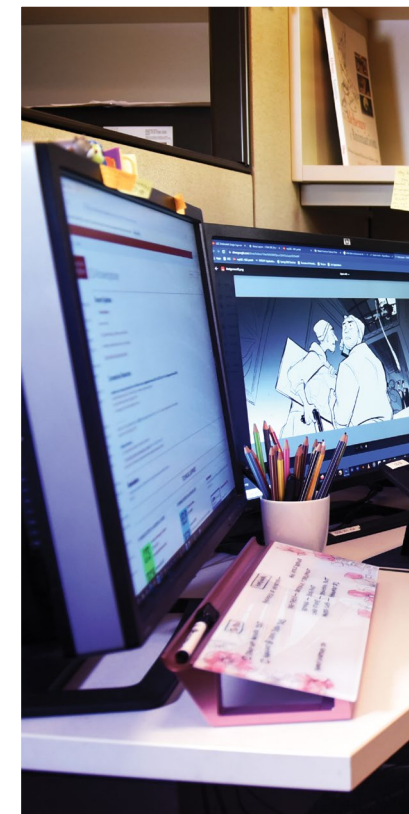
ANIMATION WAS THE FIRST MOVING IMAGE ARTFORM AND CONTINUES TO BE AT THE FOREFRONT OF CINEMATIC STORYTELLING.

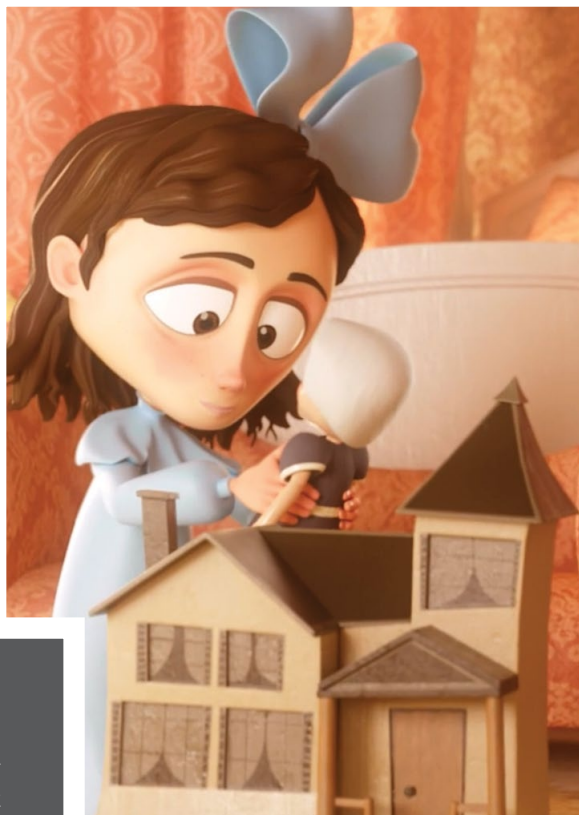
The John C. Hench Division of Animation + Digital Arts teaches the artistry of animation in a multitude of forms and encourages exploration of all the ways animation is transforming the worlds of art and industry. Whether in entertainment art, visual storytelling, digital effects, real-time animation, game design, virtual production, or immersive reality, your animation skills will give you unprecedented career choices as a talented artist and content creator.

The most important work you will do is in developing your own artistry. Your unique sensibilities and passion as an artist give your subjects animated vibrancy. You will also grow as a well-rounded creative collaborator, with other students in the School of Cinematic Arts, and across the USC campus with art, music, dance, drama, architecture and engineering students to name a few. The Animation Division provides opportunities for students to specialize in pursuing professional career aspirations while honing their personal and artistic vision.

The John C. Hench Division of Animation + Digital Arts is home to the Marilyn and Jeffrey Katzenberg Center for Animation which houses a Cintiq lab, classrooms, figure drawing facilities, an animation library, collaboration areas, and other resources. Our classes also provide access to the IMAX theater, motion capture stage and sound production facilities. You will be guided by faculty with extensive professional studio experience and have access to all the tools necessary to bring your creative visions to life.

Learn more and apply at cinema.usc.edu/animation • animation.usc.edu





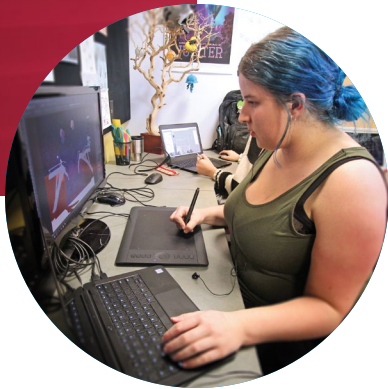
POSSIBLE CAREER PATHS:
Animation Director, VFX Supervisor, Character Animator, Compositor, Effects Artist



RECENT ALUMNI:

- Xi (Jake) Wang, MFA '20**
Previs Animator
Digital Domain
- Cheng Guo, MFA '20**
Visual Development Artist
Warner Bros Animation
- Greg Garay, MFA '20**
Storyboard Revisionist
Marvel Studios
- Rui Huang, MFA '21**
3D Generalist
Buck
- Julia Fleisig, BA '20**
Production Assistant
Netflix Animation
- Jacqueline Howard, BA '20**
Assistant Production Manager
Warner Bros Entertainment





INTERACTIVE MEDIA & GAMES

DEGREES OFFERED, **B.F.A., M.A., M.S., M.F.A.**

MINORS OFFERED: **Game Studies, Game Animation, Game Audio, Game Design, Immersive Media, Game Entrepreneurism, Game User Research, Themed Entertainment**

INTERACTIVE MEDIA & GAMES (IMGD) IS THE HOME OF THE #1-RANKED PROGRAM IN GAME DESIGN, AND FORMS HALF OF USC GAMES, A CROSS-CAMPUS COLLABORATION WITH USC'S VITERBI SCHOOL OF ENGINEERING.

IMGD is a center for imaginative exploration. This program is home to unprecedented industry connectivity, world-class research labs, and the Trojan Esports Team.

Launched in 2002, IMGD has been a pioneer in advancements in the fields of digital game design and immersive entertainment. Here is where some of the first VR headgears were created; where ideas for studios like thatgamecompany, co-founded by Jenova Chen and Kellee Santiago, Survios, co-founded by Nathan Burba and James Iliff and Tender Claws, founded by Samantha Gorman, first formed; where work that resulted in hit games like *Journey*, *Sky*, *Outer Wilds*, *Where Cards Fall*, and *One Hand Clapping* began. At USC Games, students and faculty benefit from the first academic game-design label (USC Games Publishing) and a mentorship program that helps them create companies that are primed for investment (USC Games Bridge Program); where everything from AAA development to indie and experimental genres is fully represented; and where, once a year, everyone is invited to the USC Games Expo, celebrating the artistry and spirit of the games industry.

This is also where the future of the industry is being invented. IMGD's rigorous curriculum reviews ensure regular updates of its programs, so students are always equipped with the skills they need to move into the industry. Our foundational undergraduate degree now offers a BFA in Game Development and Interactive Design, providing project-based instruction that integrates all the disciplines—development, production, narrative design, level design, audio, user interface, and user testing. Recently added degrees include Game Art, focused on teaching students to create art assets for game engines, and Themed Entertainment, integrating all the skills needed to develop park attractions, museum installations, and retail theming. An IMGD degree allows for exploration of all aspects of game design and development—digital, tabletop, mobile, virtual, and augmented reality—and empowers its students to see themselves as the next generation of industry pioneers. And the Gerald A. Lawson Fund, which supports the enrollment of students from underrepresented communities, is a step towards a truly inclusive game industry.

As a student in the Interactive Media & Games Division, you will learn how to work creatively in an industry that is evolving, is challenging but fun, and is constantly conceiving new products and new opportunities. You'll create expressive and meaningful games designed to entertain, enrich, educate, and influence the audiences of the future.

Learn more and apply at cinema.usc.edu/interactive • games.usc.edu





POSSIBLE CAREER PATHS:

Game or Interactivity Designer, Producer, Programmer, Animator, Audio Designer, Writer, User Researcher, Publisher, Entrepreneur



RECENT ALUMNI:

Rudi Vanzin, MFA '20
Producer, thatgamecompany

Dan Qiao, MFA '21
Associate Game Designer, Infinity Ward

Morgan Kuligowski, MA '21
Biomedical Flight Controller, NASA

Michelle Pina, BA '20
Dungeon Designer, Blizzard

Kevin Yan, BA '21
Associate Producer, Riot Games

Francesca Palamara, MFA '20
Production Assistant, Epic Games

Sullivan Zack BA '21
Game Designer, The Odd Gentleman



MEDIA ARTS + PRACTICE

DEGREES OFFERED: **B.A., Ph.D.**

MINOR OFFERED: **Digital Studies, Future Cinema, Media and Social Change**

OTHER PROGRAMS: **Honors in Multimedia Scholarship,
Graduate Certificate in Digital Media and Culture**

MEDIA ARTS + PRACTICE (MA+P) IS A DYNAMIC COMMUNITY OF ARTISTS, DESIGNERS, AND STORYTELLERS WORKING TO HARNESS THE POWER OF DIGITAL MEDIA AND EMERGING TECHNOLOGIES TO MAKE THE WORLD A BETTER PLACE.

If you want to help shape the future not only of the cinematic arts, but media experiences of all kinds, MA+P is the program for you. It is grounded in the belief that today's creative media professionals thrive when they are skilled across multiple platforms, including video, sound, the web, and interactivity; plus work within ethical and critical contexts.

As a MA+P student you'll have access to cutting-edge tools, technologies, and facilities. You can choose to explore traditional media (such as video, sound, and web design) or discover emerging forms (such as virtual and augmented reality, immersive environments, and interactive performance). You will work with faculty who are pioneers in developing these new tools, and will be attentive mentors in helping you discover your own contributions and expertise. You will take classes across a variety of disciplines, both within and beyond the School of Cinematic Arts, that will prepare you to choose a career from a broad array of industries and professional environments.

MA+P advocates for change, choice and potential. Division graduates go on to become media designers and producers, digital artists, visual strategists, creative technologists, or researchers in emergent technologies. They may choose to work in the entertainment industry (film and game production), the design industry (advertising and creative agencies), or the tech industry (product and user experience design). Some students may even become gallery artists or media scholars.

In all cases, MA+P graduates seek to change their industries through dynamic experimentation, technical innovation, and social and cultural activism.

Learn more and apply at cinema.usc.edu/imap • map.usc.edu





POSSIBLE CAREER PATHS:

Immersive Media Designer, Emerging Technologies Specialist, Transmedia Storyteller, User Experience Designer, Digital Strategist, Data Visualization Specialist, Media Activist, Installation Artist



RECENT ALUMNI:

Jamie Liao '21
Associate Product Designer at *The New York Times*

Ethan Kurzrock '21
Video Applications Engineer at Apple

Sophie Brennan '20
Technology Production Supervisor
Dreamworks Animation

Triet Nguyen '19
Creative Producer, Gameloft

Kraig Fujii '19
Mixed Reality User Experience Designer
Deloitte Digital





PETER STARK PRODUCING PROGRAM

DEGREE OFFERED: **M.F.A.**

THE PETER STARK PRODUCING PROGRAM IS A COMPREHENSIVE BOOTCAMP OF EVERYTHING IT TAKES TO DEVELOP, PRODUCE, AND DISTRIBUTE COMPELLING CINEMATIC MEDIA.

Each year the program recruits students from around the world, many of whom are pivoting from careers outside the cinematic arts. They spend two years together as a cohort, in a deep-dive exploration of what it means to be a creative producer, and what it takes to succeed at the job.

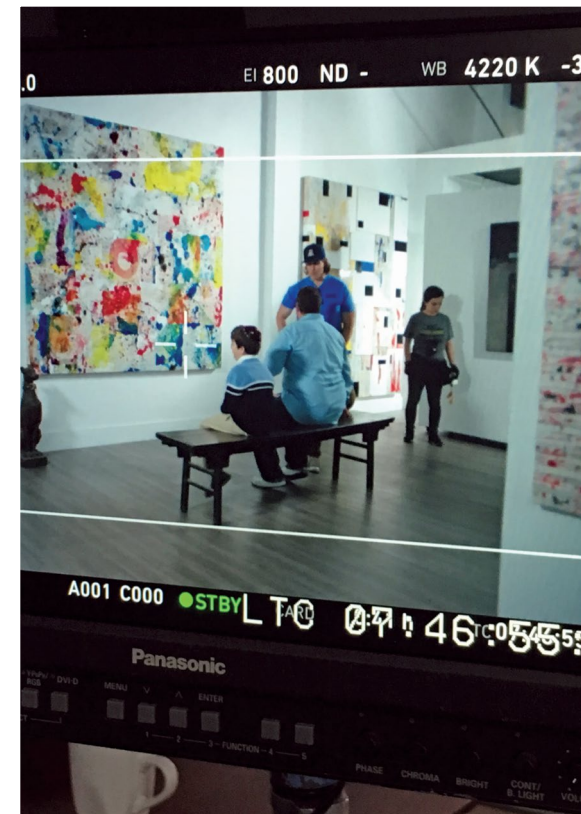
Finding a good story, determining its economic feasibility, hiring talented creators to bring it to life, targeting relevant audiences—the creative producer understands how to innovate and problem-solve in ways that preserve the emotional storytelling at the heart of every successful project. The Starkie is therefore both a storyteller and an entrepreneur, who knows how to bring a team together to turn artistic vision into a tangible product.

In an industry where networking yields opportunities, the Stark cohort is an instant contingent of collaborators. Add to that mentorship by faculty, who as accomplished working professionals bring real-time case studies to the classroom, as well as opportunities to intern at some of the biggest production companies. The result is dynamic training in creativity, collaboration, innovation and apprenticeship that extends throughout professional careers.

Stark alumni have held key creative roles in projects that include *Aladdin*, *Pulp Fiction*, *Shameless*, *Smallville*, *The Fast and the Furious*, *Harlem* and *Twilight*, among many others. They also frequently collaborate with graduates of other School of Cinematic Arts divisions.

This is where you will find your creative voice.

Learn more and apply at cinema.usc.edu/Stark





POSSIBLE CAREER PATHS:

Producer, Writer, Showrunner, Director,
Creative Executive, Agent, Manager



RECENT ALUMNI:

Meryam Bouadjemi '20
Strategic Consultant for
Sundance Institute Episodic Lab

Tom Fields '20
Creative Executive for Animation and
Family Programming at Amazon Studios

Ben Levine '21
Motion Picture Literary Assistant at CAA

Shardé Miller '20
Staff Writer and Story Editor at ViacomCBS
for "The Game"

Susie Yoo '21
Business and Legal Affairs at MGM





JOHN WELLS DIVISION OF WRITING FOR SCREEN & TELEVISION

DEGREES OFFERED: **B.F.A., M.F.A.**

MINORS OFFERED: **Screenwriting, Comedy**

THE JOHN WELLS DIVISION OF WRITING FOR SCREEN & TELEVISION IS WHERE TALENTED STUDENTS BECOME SUCCESSFUL PROFESSIONAL WRITERS.

It all begins with a script. Before any film, television show, web series, podcast or video game can become a phenomenon, you need words on a page. And what makes a script great? First and foremost, characters we care about, who find themselves in enthralling, relatable situations that convince us we need to go along for the ride!

The John Wells Division of Writing for Screen & Television teaches character-driven storytelling for every form of cinematic media. It is where the next generation of writers learn how to create the kinds of stories that excite directors, producers, agents, managers, executives and actors who are looking to acquire great content. It is where you can learn how to turn your ideas into stories that matter creatively and artistically.

As a student in the Wells Writing Division, you'll be in small, workshop classes that mirror the best practices of professional writers' rooms. You will learn to craft feature-length screenplays, television episodes in comedy and drama, animated and web series, and scripts for games, podcasts, and immersive media. You will also have the opportunity to collaborate with students from the Division of Film & Television Production, who are always seeking strong material for their own production projects.

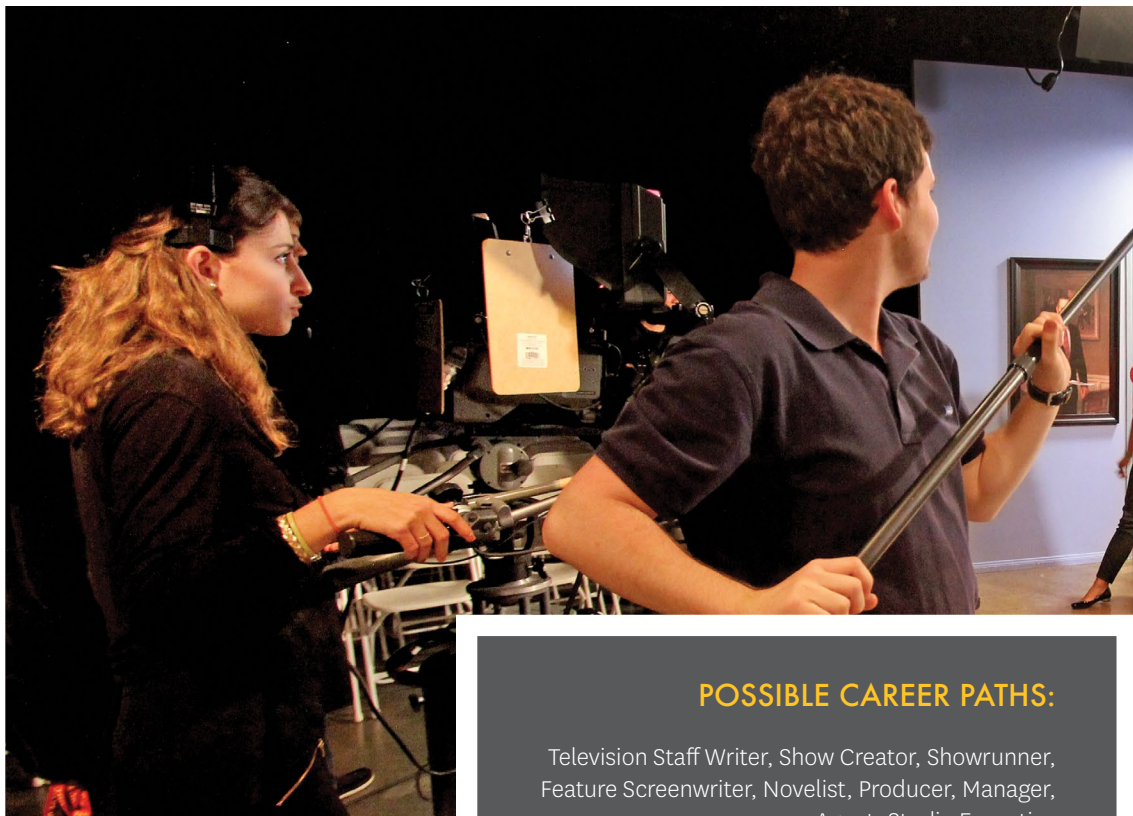
You will also have enriching experiences outside the classroom. Our "Conversations With" speaker series gives students the chance to meet and interact with the most influential and successful screen and television writers working today. Alumni like Aisha Muharrar (*Parks and Recreation*), David S. Goyer (*The Dark Knight*), Tracy Oliver (*First Wives Club*), Andy Siara (*Palm Springs*), and Zahir McGhee (*Harlem's Kitchen*, *Scandal*) provide guidance and advice on navigating the Industry as they did on their own path to success.

Wells Writing Division students graduate with a portfolio of feature scripts, television pilots, and series episodes. The Division officially announces its graduates to the industry with Script List, a document that is sent to over 300 industry professionals, that highlights each graduating student's available scripts. Graduating students also participate in First Pitch, a showcase with agents, managers, and producers who are all looking for the next great writers!

The John Wells Division of Writing provides an immersive experience that prepares its students for professional success as screen storytellers.

Learn more and apply at cinema.usc.edu/writing





POSSIBLE CAREER PATHS:

Television Staff Writer, Show Creator, Showrunner, Feature Screenwriter, Novelist, Producer, Manager, Agent, Studio Executive



RECENT ALUMNI:

Mary Bronaugh '20
Staff Writer on *Big City Greens*

Barret Helms '19
Staff Writer on *Sweet Magnolias*

Madison Margeaux '21
Writers' Assistant on *Queen Sugar*

Alex Rubin '21
Showrunner's Assistant on *The Horror of Dolores Roach*

Alexa Silver '20
Showrunner's Assistant on *Dollface*

Sheridan Watson '20
Staff Writer on *The Sex Lives of College Girls*



EXPANDED ANIMATION RESEARCH + PRACTICE

DEGREES OFFERED: **M.F.A.**

The Expanded Animation, Research + Practice program offers an MFA curriculum that focuses on animation created from an artist's and director's point of view. Conceived to support and encourage experimentation, emphasize research in the field of animation, and facilitate a diversity of ideas from a broad range of thought, courses in the program explore innovation with the goal of inspiring students beyond their current artistic boundaries.

Students in this program can work in any form of animation--from analogue artisanal techniques to sophisticated CG programs--and may also work from and find inspiration in a variety of fields, from filmmaking and other cinematic entertainment, to academia, the sciences, architecture, geography, and other disciplines that can benefit from an imaginative animation practice.

This is the program for advanced, visionary artists who are passionate about the field of Animation, and compelled to pursue work that confronts its future.

Learn more and apply at cinema.usc.edu/expandedanimation
expandedanimation.usc.edu



SUMMER PROGRAM

The Summer Program allows anyone aged 16 or older, from anywhere in the world, to take real, accredited USC School of Cinematic Arts classes without having to be accepted to a degree seeking program at the University of Southern California or the School of Cinematic Arts.

This isn't summer camp. It is the same rigorous curriculum in the art, scholarship, and business of cinematic media that is offered to the School's full-time students, taught by accomplished industry professionals, many of them full-time SCA faculty. All classes are accredited and students earn elective college credits that are accepted at USC and other universities nationwide. Classes take place on campus, giving participants access to the School's state-of-the-art facilities (sound stages, editing rooms, theaters) and equipment (cameras, editing facilities, lighting and sound kits). The program also offers a rich schedule of events, seminars, and meetings that bring film and television directors, actors, producers, and writers to campus for screenings and Q&A sessions. Several classes take place on major studio lots such as Warner Bros. and NBC Universal Studios.

TWO SIX-WEEK SESSIONS

The Summer Program offers two separate six-week sessions: Mid-May through end of June, and end of June through beginning of August. Disciplines include: filmmaking, editing, animation, screenwriting, visual effects, interactive game design, and the business of the industry.

Enrollment is open from November 1 through June 18, and applications are accepted on a first-come, first-served basis until classes are filled.

MINORS PROGRAM

Students aged 16 to 18 who are still in high school can apply to live on campus through our Summer Program for Minors. Please visit our website page on Minor Students to learn more details on what is required to apply.



Learn more and apply at cinema.usc.edu/Summer

JOHN H. MITCHELL BUSINESS OF ENTERTAINMENT PROGRAM

Admitted students to the John H. Mitchell Business of Cinematic Arts (BCA) program benefit from being integrated into two world-class institutions, the USC Marshall School of Business and the USC School of Cinematic Arts, for a four-year joint degree. This program trains students to become business professionals in the entertainment industry by simultaneously engaging in business studies, and developing a deep understanding of the entertainment industry.

A prospective BCA student has an expressed interest in business-related fields of cinematic media industries. They apply to the USC Marshall School of Business and the BCA program through the Common App, choosing B.S. Business Administration (Cinematic Arts). They receive core classes at Marshall that focus on business fundamentals, while also taking SCA courses in cinematic arts that expose them to the complex and layered creative processes of entertainment and media development, production, marketing, and sales. The BCA program is designed to utilize students' passion for entertainment in training them to become the next transformative leaders in the industry.

BCA students learn from entertainment executives who are currently working in the industry, and who bring their experiences to the classroom. Students are also connected to the program's robust alumni network and receive additional hands-on experience through internship opportunities that are part of the program. The SCA Job Board, which offers exclusive listings of jobs and internships, is available to them as well.

The John H. Mitchell Business of Cinematic Arts program is the most informative way to break into the business of the entertainment industry.

RECENT ALUMNI:

Porschia Adler, BS '20
Assistant, TV Scripted, Creative Artists Agency

Nicole McCullough, BS '20
Writers' Assistant at Amazon Studios

Bhaskar Suri, BS '20
Corporate Development, Comcast NBC Universal

Neal Sivadas, BS '21
Product Marketing Manager, TikTok

Devyn Claure, BS '21
TV Development Assistant, Paramount Television

Allison Brzezinski, BS '22
Agent Assistant, Creative Artists Agency

Connor Tyler, BS '22
Agent Assistant, The Gersh Agency



The John H. Mitchell Business of Entertainment Programs offer the following:

BACHELOR OF SCIENCE, BUSINESS OF CINEMATIC ARTS

The John H. Mitchell Business of Cinematic Arts degree program is designed to utilize students' passion for entertainment and train them to become the next transformative leaders in the industry. Students admitted to the program benefit from being integrated into two world-class institutions, the USC Marshall School of Business and the USC School of Cinematic Arts, earning a Bachelor of Science in the Business of Cinematic Arts. Students take core classes from the Marshall School of Business curriculum, and specialized classes from the School of Cinematic Arts, learning from entertainment executives who are currently working in the industry, and who bring their experiences to the classroom.

Apply to the USC Marshall School of Business and the BCA program through the Common App, choosing B.S. Business of Cinematic Arts.

GRADUATE CERTIFICATE IN THE BUSINESS OF ENTERTAINMENT

This certificate program, also offered in conjunction with the Marshall School of Business, provides a graduate-level education in various aspects of the business of film, television, and emerging media. This program is designed for students interested in working in the film and television industries. Classes are taught by top entertainment industry professionals and students earn a Graduate Certificate in the Business of Entertainment.

Completion of the certificate program requires 16 units of graduate-level coursework.

NO MATTER YOUR MAJOR OR SCHOOL—ANIMATION OR ACCOUNTING, GERONTOLOGY OR GAMES—SCA OFFERS MULTI-DISCIPLINARY PROGRAMS, INITIATIVES, AND ORGANIZATIONS AVAILABLE TO ALL USC STUDENTS.



USC COMEDY

USC Comedy is an innovative interdisciplinary program focused on training students in the creation of all forms of comedic entertainment. Comprised of classes taught by faculty, guest lecturers, and alumni, as well as special workshops and seminars and a student-run comedy club, US Comedians, this one-of-a-kind initiative allows students to benefit from specialized instruction in comedy.

USC Comedy encourages exploration of your own unique interests in developing your creative voice. You can work in a true writers' room environment by taking sitcom writing classes, participate in the production of a half-hour comedy pilot, take a special Master Class on directing comedic performance, or a course called "Creating Viral Comedy." You can also attend special screenings, Q&A sessions, and comedy festivals that bring entertainment's biggest talents to campus. And if you like sketch comedy or live entertainment, you can bolster your resume as a writer, producer, or director for USC Comedy Live!, which airs on SCA's Trojan Vision network.

SCA was also the first and remains one of the only universities in the world to offer a Minor in Comedy, open to all USC students.

cinema.usc.edu/Comedy



MEDIA INSTITUTE FOR SOCIAL CHANGE

As the ways we use media to spread influential ideas and promote change continue to grow, The Media Institute for Social Change (MISC) fosters exploration of the lasting social and cultural impact of the cinematic arts. Through our award-winning production projects and special events, MISC aims to create positive social change in the world.

MISC also promotes social change projects through the provision of scholarships, innovative classes, and research opportunities. No matter your career ambition or social interest, MISC allows you to explore the movements that matter to you most and learn new ways to promote awareness through media.

The Minor in Media and Social Change, a one-of-a-kind interdisciplinary program, offers hands-on classes in production, writing, animation, games, and new media as tools for activism and social change.

cinema.usc.edu/MISC

TROJAN VISION

The Trojan Vision campus television station, located at the Robert Zemeckis Center for Digital Arts, features a state-of-the-art live television studio, video podcast studio, and production facility. Every semester, Trojan Vision allows students enrolled in any USC program to take classes in Television Production and Podcast Production, through classes administered by the School of Cinematic Arts. No prerequisites or prior experience is required.

Trojan Vision television shows are live, and are broadcast to more than 700,000 homes in the greater Los Angeles area, as well as live-streamed online. It's a student-run enterprise, and students can also gain experience in behind-the-scenes management of the station and the programs it produces.

trojanvision.usc.edu

SCA FACILITIES, EQUIPMENT, AND RESOURCES

THE CINEMATIC ARTS COMPLEX, COMPLETED IN 2013, COMPRISES SEVEN MAIN BUILDINGS TOTALING 270,000 SQUARE FEET. OUR CAMPUS IS A MICROCOSM OF THE BEST-EQUIPPED FILM, TELEVISION AND GAME DESIGN STUDIOS AND PRODUCTION COMPANIES, AND SITS WITHIN ONE OF WORLD'S BEST RESEARCH UNIVERSITIES.

As an SCA student, you'll spend your time in the George Lucas and Steven Spielberg Buildings accessing some of the School's essential resources, including the Marcia Lucas Post Production Center, the Ray Stark Family Theatre, the Dana and Albert R. Broccoli Theatre, as well as numerous specially equipped classrooms and offices. The Sumner M. Redstone Production Building holds two state-of-the-art stages—known as Redstone 1 and Redstone 2—featuring 2,600 square feet of production space.

The SCA Production Services Building is where you'll find everything you need for production—an equipment center, scenery and prop shops, hair and makeup facilities—along with screening rooms, offices, and conference areas. The 20th Century Fox Sound Stage is equipped to accommodate innovative lighting designs and has 35 feet of usable vertical space. The Cinematic Arts Instructional Building is comprised of SCA's Student Services suite and Animation Building, featuring the Marilyn and Jeffrey Katzenberg Center for Animation, as well as a screening room, mixing rooms, extensive sound production studio space, and additional classrooms.

The Interactive Media Building is home to SCA's two divisions devoted to emerging media: Interactive Media & Games and Media Arts + Practice. It is also home of the School's leading edge R+D labs, which are focused on emerging areas like interactive architecture; immersive, mobile, and environmental media; crowd-sourced cinema; transmedia storytelling; and virtual, alternate, augmented, and mixed reality experiences.

Walk a short distance from the main campus to the 35,000-square-foot Robert Zemeckis Center for Digital Arts, which houses a performance capture studio, the Michelle & Kevin Douglas IMAX Theatre and Immersive Lab, the World Building Media Lab, five sound stages, as well as Trojan Vision, the award-winning, student-run television station. In the adjacent lot is the Cinematic Arts Station, better known as the "Firehouse" because it has the relocated facade of the historical Firehouse 15 formerly located on Jefferson Avenue. The Firehouse serves as an adaptable space that has been used by gaming quarters for the USC Esports team, as a workshop and maker space by digital arts students, and as a gallery.

Additionally, the School's state-of-the-art movie theater is Frank Sinatra Hall, housed in the Eileen Norris Cinema Theatre Complex. It seats 365 and is equipped with 4K and 3D-capable projection technology and a Vive Audio System from Christie Digital Systems, configured for Dolby Atmos sound technology. The School's facilities also include the John Williams Scoring Stage, which is used for collaborations with composers at the USC Thornton School of Music.

cinema.usc.edu/Facilities



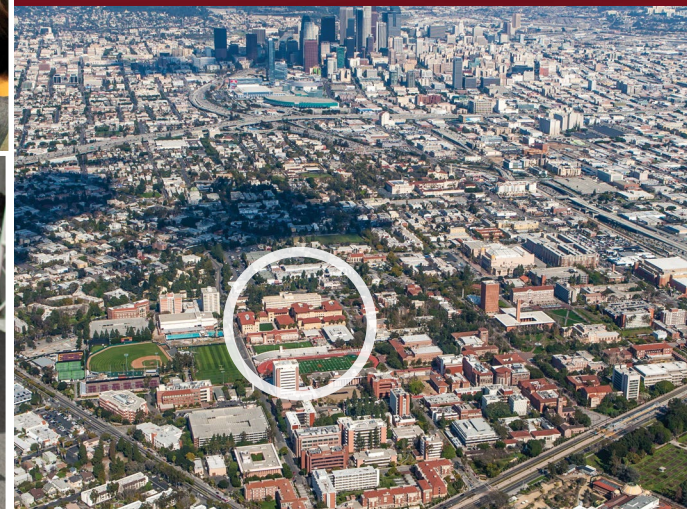


SCA LOCATION

The School of Cinematic Arts is in the heart of Los Angeles, considered the entertainment capital of the world.

The city of Los Angeles is home to the corporate offices and production facilities of leading film, television, game, and media content companies. It is also home to talent agencies, management firms, game and app companies, and independent producers of all forms of media. Archival resources are also in ample supply, affording students access to primary-source materials in film, television, and interactive media, from which they can draw insight and inspiration for their own projects.

In short, our Los Angeles location gives you the ability to start your career while you're still studying. You won't need to relocate after graduation because you'll already be making entertainment for the world in the entertainment capital of the world.



SCA ALUMNI IMPACT



MORE THAN 17,000 STRONG, SCA ALUMNI FORM A CLOSE-KNIT COMMUNITY IN LOS ANGELES AND AROUND THE WORLD.

As an SCA student, you will have numerous opportunities to learn from the School's alumni, who work in every major media marketplace around the world, with many holding key decision-making positions as creators, executives and scholars.

SCA alumni interact with students through classroom lectures, alumni screenings, and appearances at numerous School events where they speak about their careers and projects, and show their latest work. Through programs such as First Up and First Jobs, they also return as mentors and recruiters, offering students opportunities to collaborate on projects, or to apply for entry-level jobs on projects or at their companies. Whether they have been out of school for

one year, or more than twenty, alumni are eager to share experiences that can help students plan their own futures as professionals.

SCA alumni are responsible for some of the most impactful cinema and scholarship ever created. A sampling of their achievements include:

Recipients of 312 Oscar nominations, with 89 wins, and 839 Emmy nominations, with 167 wins

Alumni have been nominated for an Academy Award every year since 1973

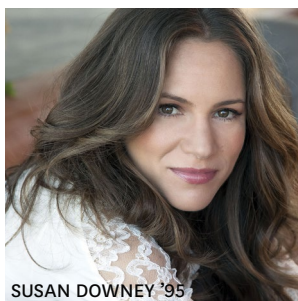
The highest-grossing film producer of all time: Kevin Feige, President of Marvel Studios

Appointments to tenure-track positions at prestigious colleges and universities across the United States, as well as in Canada, the United Kingdom, Australia, and Asia.

The first African-American, and youngest, director to be nominated for an Academy Award in the Best Director category: John Singleton for *Boyz 'n The Hood*.

Award-winning work in cutting-edge interactive media, game design and other digital forms of entertainment including virtual reality, projection mapping, hologram entertainment, and immersive themed entertainment.

cinema.usc.edu/Alumni



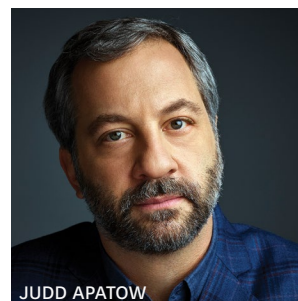
SUSAN DOWNEY '95



JENOVA CHEN '06



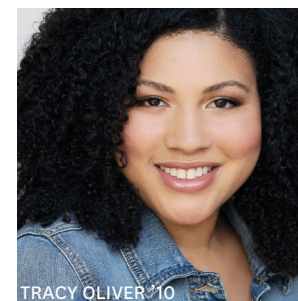
JON CHU '03



JUDD APATOW



SHONDA RHIMES '94



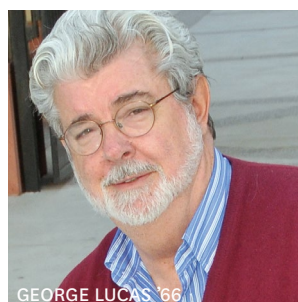
TRACY OLIVER '10



KELLEY KALI '17



RYAN COOGLER '11



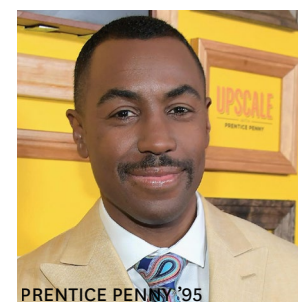
GEORGE LUCAS '66



VICTORIA AVEYARD '12



KEVIN FEIGE '95



PRENTICE PENNY '95

SCA FACULTY

EVERY SCA FACULTY MEMBER HAS WORKED OR IS CURRENTLY WORKING IN THE MEDIA ARTS.

As a student at the School of Cinematic Arts, you will work hand-in-hand with celebrated filmmakers, game designers, media makers, and scholars whose careers and work have garnered the highest accolades of their field: Oscars, Emmys, Golden Globes, NAACP Leadership Awards, the Humanitas Prize, the Pulitzer Prize, D.I.C.E. Awards, and many others.

They are also members of the most influential professional organizations, including the Academy of Motion Picture Arts and Sciences, the Academy of Television Arts and Sciences, the Society of Motion Picture and Television Engineers, the Writers Guild of America, the Directors Guild of America, the Producers Guild of America, the American Society of Cinematographers, and the Higher Education Video Game Alliance.

Faculty members actively organize and contribute to journals, conventions, events, and discussions to further society's appreciation and understanding of the cinematic arts. Most important, as actively working media professionals, they won't just be instructing and inspiring you in how to create content. They will also consider you a collaborator.

cinema.usc.edu/Faculty



TRACY FULLERTON



AKIRA MIZUTA LIPPIT



HOLLY WILLIS



DANNY BILSON



CANDACE RECKINGER



NANCY FORNER



GAIL KATZ



ROBERT TOWNSEND



KARA KEELING



MARY SWEENEY



PRIYA JAIKUMAR



DJ JOHNSON



BRENDA GOODMAN



MICHAEL BODIE

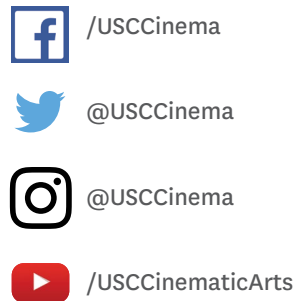
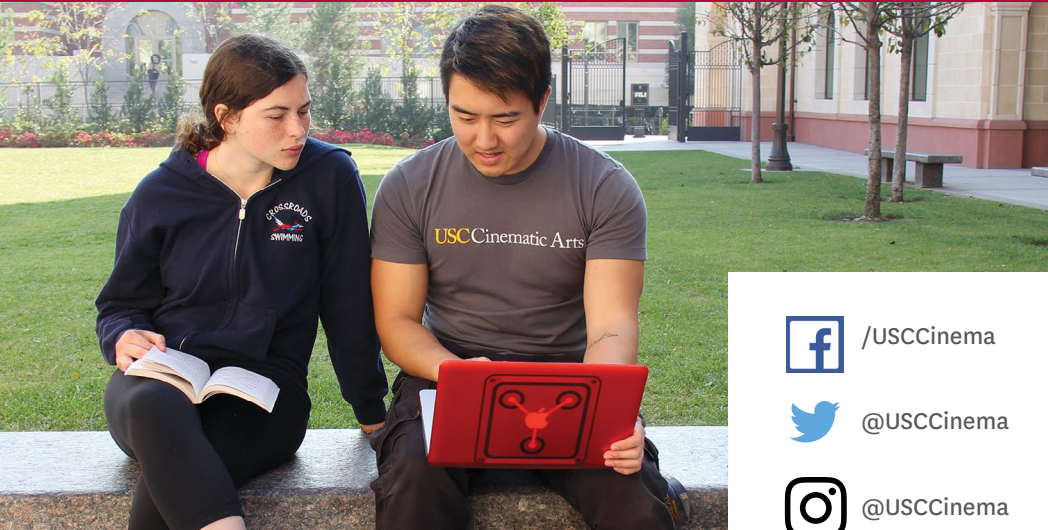


TERESA CHENG



JACK EPPS JR., DAVID ISAACS AND BARBET KELLMAN

OFFICE OF STUDENT SERVICES



ADMISSIONS

The Admissions Office at the School of Cinematic Arts is available to assist prospective students and families interested in learning more about the USC School of Cinematic Arts. The Admissions Office hosts annual admissions events, as well as weekly information sessions that provide information about the School, its divisions and programs, scholarship opportunities and application procedures. Admissions representatives are available to assist students throughout the application process and can be reached at admissions@cinema.usc.edu.

For additional information about upcoming sessions and application procedures:

cinema.usc.edu/Prospective
admissions@cinema.usc.edu

STUDENT AFFAIRS

The Student Affairs staff provides support and resources to our School of Cinematic Arts student community through a variety of events, programs, and services including the SCA Orientation and Welcome Experience, continuing student engagement opportunities, and the SCA Scholarship Program. Student Affairs provides academic advisement to both majors and minors, including building course plans through graduation, academic petitions and exceptions, course registration, and leaves of absence. Advisors explore with students their educational, personal and professional aspirations and goals and the ways in which USC and SCA can help to achieve them. Student Affairs serves as the centralized resource for our SCA Student Organizations, helping to produce and advertise their programming. Student Affairs acts as the primary liaison with centralized university student support services, including the USC Registrar, the Office of Student Accessibility Services, the Kortschak Center for Learning and Creativity, Campus Support and Intervention, USC Financial Aid, and USC Student Health. In addition to our staff, Student Affairs houses two embedded mental health counselors from USC Student Health that provide direct support for our community.

cinema.usc.edu/StudentAffairs
studentaffairs@cinema.usc.edu

SCHOLARSHIPS/FINANCIAL AID

The SCA Scholarship Program is open to all SCA students, including incoming, continuing, international and domestic, to help finance their education. SCA Scholarships range in size from \$1,000 to \$25,000 per semester and include need-based and merit-based awards, in addition to project-based funds and grants that directly support student work. The School of Cinematic Arts holds 100+ different scholarship accounts, each with set eligibility criteria, and awards more than 450 students each academic year. SCA staff host information sessions throughout the year to help current students, parents and applicants navigate the USC and SCA financial aid resources available to them.

cinema.usc.edu/Scholarships
studentservices@cinema.usc.edu

For the USC Office of Financial Aid, please visit them directly at financialaid.usc.edu



STUDENT INVOLVEMENT/STUDENT GROUPS

Student Services serves as a centralized resource to our SCA Student Organizations to help them promote their activities, hold events, and forge lifelong friendships. Student organizations are an invaluable part of our SCA Community and provide students with a complete learning experience and support their academic and professional goals.

cinema.usc.edu/StudentGroups

MENTORING

SCA offers a student-to-student mentorship program that helps incoming students build relationships and transition to our campus community. Through this process incoming students are able to ask questions about the college experience and gain further insight and understanding of our schools and programs, while taking their first steps in creating a network. SCA students also receive mentoring from faculty and industry professionals through their divisional offices and programs

HEALTH AND WELLNESS RESOURCES

SCA prioritizes students' emotional and mental well-being. Two counselors, based in the Office of Student Services, work exclusively with School of Cinematic Arts students by appointment. Students may also access counseling and mental health programs at the Engemann Student Health Center—located a short distance from the School of Cinematic Arts—that include individual therapy, group therapy, crisis support, psychiatric services and specialties for gender-based harm. The university also offers a 24-hour counseling helpline, pastoral and spiritual counseling and protocols for peer intervention and support.



DIVERSITY & INCLUSION

As a pipeline training ground to the media industries, the School of Cinematic Arts (SCA) is uniquely positioned to play a leadership role in fostering equitable, inclusive creative and scholarly communities. Through its Council for Diversity & Inclusion—a consortium of students, faculty and staff—the school is continuously examining every aspect of its curriculum and campus culture with the goal of progressing towards greater equity.

The Council for Diversity & Inclusion holds monthly meetings that everyone at SCA is invited to attend. The goal is to foster creative practices that confront systemic exclusion in media and entertainment industries. Through discussions, events and other initiatives, the Council encourages awareness and critical self-reflection aimed at identifying and uncovering the biases that prevent the achievement of equity.

SCA is committed to ensuring that every storyteller's voice is heard and valued.

cinema.usc.edu/Diversity

OFFICE OF INDUSTRY RELATIONS

ONCE OF THE FIRST THINGS AN SCA STUDENT HEARS IS THE IMPORTANCE OF NETWORKING. SUCCESS IN ANY PROFESSION IS A BALANCE OF WHAT YOU KNOW AND WHOM YOU KNOW. THE SCA OFFICE OF INDUSTRY RELATIONS (IR) IS ONE OF THE PRIMARY RESOURCES WE OFFER STUDENTS AND ALUMNI TO HELP FACILITATE THIS PROCESS.



Started by long-time industry professionals, IR will provide you with a broad range of services including resume review, career planning, networking tips, career seminars, and the SCA Job Board, which is constantly updated with leads to employment and internship opportunities in film, television, games, and interactive media. In addition, students and alumni can post their resumes on the Job Board for prospective employers to search. IR organizes Q&A's with high-profile leaders in entertainment who are at the forefront of the industry, and also organizes networking events for students, alumni, and other industry professionals.

The Office of Festivals and Distribution, which is part of IR is also a great asset. Its staff assists SCA students and alumni with targeted strategies on festivals and distribution for their projects. They also negotiate distribution deals for USC-produced projects, from theatrical distribution, to digital and streaming platform release. Last year, approximately 120 festivals screened SCA student shorts.

As an SCA student, you can also take advantage of our many networking opportunities throughout the year, including the annual First Look Film Festival and Talent Week.

First Look is a showcase and exhibition of student work and projects presented on campus as well as at the top talent agencies in Los Angeles. Talent Week offers 80 panels and events, hosting over 150 high profile industry executives and attended by both students and alumni.

cinema.usc.edu/IR



INTERNSHIPS

At SCA, we believe that internships and mentoring are pivotal to career success. Internships provide students with opportunities to gain career-related skills in a real-world setting. They provide invaluable opportunities for career exploration, networking and professional development. Internships and mentoring opportunities often turn into pipelines for careers or other professional experiences. As such, the Office of Internships and Mentor Programs works with leading companies in the fields of entertainment, production, games, interactive media and animation to offer the School of Cinematic Arts' undergraduate and graduate students internship search assistance, resume writing, and interview preparation sessions.



cinema.usc.edu

USC School of Cinematic Arts

LET'S GET TOGETHER

The Office of Admissions typically offers information sessions at the USC School of Cinematic Arts twice a week. To check availability or make arrangements to visit, please view this link: cinema.usc.edu/visit

To ask about admissions procedures, student services, and academic programs for graduates and undergraduates, feel free to get in touch with us via email at admissions@cinema.usc.edu

School of Cinematic Arts
Office of Student Services
University of Southern California
930 W. 34th Street, SCB 105
Los Angeles, California 90089-2211



/USCCinema



@USCCinema



@USCCinema



/USCCinematicArts

cinema.usc.edu