

BFA IN FILMMAKING

REQUIREMENTS

CORE CURRICULUM The Core Curriculum is designed to foster critical thinking skills and introduce students to basic domains of thinking that transcend disciplines. The Core applies to all majors. Information on specific classes in the Core can be found at marshall.edu/gened.

CORE 1: CRITICAL THINKING

CODE	COURSE NAME	HRS	GRADE
FYS 100	First Year Seminar	3	_____
MTH 121	Critical Thinking	3	_____
_____	Critical Thinking	3	_____
Additional University Requirements			
_____	Writing Intensive	3	_____
_____	Writing Intensive	3	_____
_____	Multicultural/International	3	_____
_____	Capstone	3	_____

CORE 2:

CODE	COURSE NAME	HRS	GRADE
ENG 101	Beginning Composition	3	_____
ENG 201	Advanced Composition	3	_____
CMM 103	Fund Speech-Communication	3	_____
MTH 121	Concepts and Applications (CT)	3	_____
_____	Core II Phys./Natural Science	4	_____
_____	Core II Humanities	3	_____
_____	Core II Social Science	3	_____
_____	Core II Fine Arts	3	_____

MAJOR REQUIREMENTS

All Filmmaking majors are required to take the following courses:

CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
ART 101	Visual Culture and Research	3	_____	ART 202	History of Art II	3	_____
ART 214	Foundations: Grid/Chroma	3	_____	ART 425	History of Photography (or ART 389)	3	_____
ART 219	Foundations: Frame/Time	3	_____	ENG 344	Introduction to Film Studies	3	_____
MUS 219	Digital Recording Techniques	2	_____	_____	300/400 ART History Elective	3	_____
ART 325	Image Visualization Digital	3	_____	ART 390	Professional Practice (or ENT 250)	3	_____
ART 327	Filmmaking I	3	_____	AM 498	Pre-Capstone	3	_____
AM 298	Sophomore Review	1	_____	AM 499	Capstone	3	_____
ART 328	Filmmaking II	3	_____	ART 490	Internship	1-3	_____
ART 329	Cinematic Non-Fiction	3	_____	ART 454	Motion Design II	3	_____
ART 321	Experimental Media Arts	3	_____	ENG 445	Screenwriting	3	_____
ART 330	2D Animation	3	_____	THE 222	Acting I: Foundations	3	_____
ART 423	Photographic Lighting	3	_____	_____	Non-Art Elective or Minor	3	_____
ART 433	Film Production Fundamentals	3	_____	_____	Non-Art Elective or Minor	3	_____
ART 434	Video Art	3	_____	_____	Non-Art Elective or Minor	3	_____
ART 453	Motion Design I	3	_____	_____	Non-Art Elective or Minor	3	_____
_____	Core II Fine Arts	3	_____	_____	Non-Art Elective or Minor	1	_____

MAJOR INFORMATION

- Students enrolled in the Bachelor of Fine Arts in Filmmaking program must complete all work in the major with a minimum grade of a C. A student who receives a D or F in an ART course counted toward graduation must repeat it and earn at least a C before graduation or before using that course as a prerequisite for another course.
- Forty (40) credit hours must be earned in courses numbered 300-499.
- No course in the major requirements for graduation may be taken Credit/Non-Credit unless the course is so specified.

Milestone Course: This is a key success marker for your major. See your advisor to discuss the importance of this course in your plan of study.

BFA IN FILMMAKING

Marshall University's BFA in Filmmaking presents a unique opportunity for students to pursue an interdisciplinary, studio art degree preparing them for a professional career. Filmmaking majors study cinematography, photography, animation, video art, motion design, screenwriting, acting, audio engineering, and post-production in a hands-on studio setting. Whether your interests lie in cinematic non-fiction, experimental film, animation, or feature films our program supports the development of your technical proficiency and creative voice. You'll learn by doing, learn the ins and outs of working on a film set, act, film, write, and direct your own films and finish your degree with a filmmaking internship that will prepare you for work in the expanding media market.

YEAR ONE	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	ART 101	Visual Culture and Research	3	_____	MUS 219	Digital Recording Techniques	2	_____
	ART 214	Foundations: Grid/Chroma	3	_____	ART 325	Image Visualization Digital	3	_____
	ART 219	Foundations: Frame/Time	3	_____	ART 327	Filmmaking I	3	_____
	ENG 101	Beginning Composition	3	_____	CMM 103	Fund Speech Communication	3	_____
	FYS 100	First Year Sem Crit Thinking	3	_____	MTH 121	Concepts and Applications (CT)	3	_____
	UNI 100	Freshman First Class	1	_____	_____	Non-Art Elective or Minor	1	_____
	TOTAL HOURS			16	TOTAL HOURS			15
	Summer Term (optional):							

YEAR TWO	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	AM 298	Sophomore Review	1	_____	THE 222	Acting I: Foundations	3	_____
	ART 202	History of Art II	3	_____	ART 329	Cinematic Non-Fiction	3	_____
	ART 328	Filmmaking II	3	_____	ART 425	History of Photography (or ART 389)	3	_____
	ART 423	Photographic Lighting	3	_____	_____	Core II Social Science (MC/I)	3	_____
	_____	Core II Fine Arts	3	_____	ENG 344	Introduction to Film Studies	3	_____
	ENG 201	Advanced Composition	3	_____				
	TOTAL HOURS			16	TOTAL HOURS			15
	Summer Term (optional):							

YEAR THREE	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	ART 321	Experimental Media Arts	3	_____	ART 433	Film Production Fundamentals	3	_____
	ART 390	Professional Practice (or ENT 250)	3	_____	ART 454	Motion Design II	3	_____
	ART 453	Motion Design I	3	_____	_____	Core II Phys./Natural Science	4	_____
	_____	Core II Humanities	3	_____	_____	Non-Art Elective or Minor	3	_____
	_____	Non-Art Elective or Minor	3	_____	_____	Critical Thinking	3	_____
	TOTAL HOURS			15	TOTAL HOURS			16
	Summer Term (optional):							

YEAR FOUR	FALL SEMESTER				SPRING SEMESTER			
	CODE	COURSE NAME	HRS	GRADE	CODE	COURSE NAME	HRS	GRADE
	AM 498	Pre-Capstone	3	_____	AM 499	Capstone	3	_____
	ART 330	2D Animation	3	_____	_____	300/400 ART History Elective	3	_____
	ART 490	Internship	1	_____	ART 434	Video Art	3	_____
	ENG 445	Screenwriting	3	_____	_____	Non-Art Elective or Minor	3	_____
	_____	Non-Art Elective or Minor	2	_____				
	_____	Writing Intensive	3	_____				
	TOTAL HOURS			15	TOTAL HOURS			12
	Summer Term (optional):							

Milestone Course: This is a key success marker for your major. See your advisor to discuss the importance of this course in your plan of study.

● General Education Requirement
■ College Requirement
◆ Major Requirement
◆ Area of Emphasis

INVOLVEMENT OPPORTUNITIES

- SGA
- Campus Activity Board
- JMELI
- Commuter Student Advisory Board
- Community Engagement Ambassadors
- Club Sports
- Religious Organizations
- Political Organizations
- Residence Hall Association
- Cultural Organizations
- National Society of Leadership and Success
- Greek Life

RELATED MAJORS

- Video Production
- Broadcasting
- Graphic Design

GRADUATION REQUIREMENTS

- Have a minimum of 120 credit hours (some colleges or majors require more);
- Have an overall and Marshall Grade Point Average of 2.00 or higher;
- Have an overall Grade Point Average of 2.00 or higher in the major area of study;
- Have earned a grade of C or better in English 201 or 201 H;
- Have met all major(s) and college requirements;
- Have met the requirements of the Core Curriculum;
- Have met the residence requirements of Marshall University, including 12 hours of 300/400 level coursework in the student's college (see section entitled "Residence Requirements" in the undergraduate catalogue);
- Be enrolled at Marshall at least one semester of the senior year;
- Have transferred no more than 72 credit hours from an accredited West Virginia two-year institution of higher education.

Colleges and specific programs may have unique requirements that are more stringent than those noted above. Students are responsible for staying informed about and ensuring that they meet the requirements for graduation.

This academic map is to be used as a guide in planning your coursework toward a degree. Due to the complexities of degree programs, it is unfortunate but inevitable that an error may occur in the creation of this document. The official source of degree requirements at Marshall University is DegreeWorks available in your myMU portal. Always consult regularly with your advisor.

FILMMAKING — 2024-2025

YEAR ONE



Have questions? Need to talk? You already have a Friend-At-Marshall ready to help you succeed. Find your FAM Peer Mentor here: www.marshall.edu/fam



Stay on the Herd Path and come to class! Class attendance is more important to your success than your high school GPA, your class standing, or your ACT/SAT scores.



In order to graduate on time, you need to take an average of 15 credits per semester. Are you on track? Take 15 to Finish!



Apply to the Student Juried Exhibition, Art and Design scholarships, and summer art workshops/residencies.



Take a pulse check. Know what you need to do every year to keep your grants, scholarships, or federal financial aid.



Sign up for Handshake! Handshake is the #1 place to launch a career with no connections, experience, or luck required. The platform connects up-and-coming talent with 650,000+ employers.



Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington Museum of Art

YEAR THREE



Develop relationships with professors who can serve as future references by attending their office hours.



Apply to the Student Juried Exhibition, Art and Design scholarships, and summer art workshops/residencies.



Are you on track to graduate? Meet with your advisor for your Junior Eval to make sure you know what requirements you have left.



Don't enter your field with zero experience! Secure an internship related to your field of study.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.



Discuss undergraduate research opportunities with faculty. Consider applying for the Creative Discovery Summer Scholar Award.



Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington Museum of Art

YEAR TWO



Are you completing enough credits to graduate on time? Dropping or failing a class can put you behind. Use summer terms to quickly get back on track.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.



Discuss undergraduate research opportunities with faculty. Consider applying for the Creative Discovery Summer Scholar Award.



Have you considered adding a minor? Think about personal areas of interest you'd like to explore or how you might enhance your major with a related skill set.



Join or create a club or organization on campus about a particular issue you care about. Marshall has more than 200 student organizations.



Apply to the Student Juried Exhibition, Art and Design scholarships, and summer art workshops/residencies.



Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington Museum of Art

YEAR FOUR



This is it! Are you on track to graduate? Meet with your advisor for your Senior Eval to see what requirements you have left.



Want to continue your education and increase your opportunities? Talk to a faculty member about whether graduate school fits your career.



Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington Museum of Art



Develop relationships with professors who can serve as future references by attending their office hours.



Networking is key! Attend a Career Expo to seek employment opportunities and network with employers in your field.



Consider applying for a year-long service opportunity after graduation like AmeriCorps, Peace Corps, Teach for America, City Year, or Literacy Lab.



Be at the top of your professional game! Prepare a final resume and practice your interview skills with a career coach in Career Education.

TRANSFERABLE SKILLS ASSOCIATED WITH THIS MAJOR

- Creativity
- Attention to Detail
- Design Sense
- Imagination
- Open-Mindedness
- Curiosity
- Artistic Sense

ASSOCIATED CAREERS

- Animator
- Film director
- Film/video editor
- Location manager
- Media researcher
- Music producer
- Runner, broadcasting/film/video
- Sound technician, broadcasting/film/video
- Television/film/video producer
- Television floor manager



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