Recommendations

B.A. Media Arts

To learn more about how you can make the most of your educational experiences within and beyond the classroom contact:
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PARTICIPATE

Community Service

Related course
MART 499 - Internship, MART 571B - Moving Image Advanced Documentary, MART 590 - Special Topics.

Sites/experiences
Outreach projects within the community, such as working for local film and art festivals, developing public service messages for local non-profit organizations, or teaching media production skills to community youth.

Why this is important
Projects that have consequence in our community also teach lasting lessons to Media Arts students.

Global Learning

Related Courses
MART 499 — Internship, MART 594 - Topics in Global Film and Media, MART 521C - Media Writing Advanced (Manga & Anime). Students can travel abroad to study or take an internship, or they can study subjects that are global in scope here at home.

Timing for Study Abroad
The best time to study abroad in media arts is your junior year, but other options may work as well, so be sure to consult with your academic advisor.

Destinations
Japan, Australia, the United Kingdom, Italy, Spain have been recent destinations - anywhere is possible.

Why this is important
Media production is global, and students with international experience will have a strong foothold in many industries.

Peer Leadership

Opportunities
Independent productions- Students are always creating, both in and out of class, creating films for campus movie festivals and video broadcast or taking leadership roles in faculty productions. Media Services - Many students work in media services, managing the equipment, keeping it organized, and helping students in the labs and in the field

Why this is important
Students with more production experience are valuable mentors to newer students.

Internships

Related Courses
MART 499 internship, 590 Special Topics, 595E Media Arts Research.

Recommended sites/work experiences
Outreach projects within the community interning with film, graphics, TV and radio outlets.

Why this is important
The senior exhibition in our capstone semester where everything a cohesive body of work is created is the culminating experience

Research

Related courses
MART 571 - Moving Image Advanced: Narrative, Documentary, Animation, and Experimental. MART 581 - New Media Advanced: Video Game Design, Performance. MART 591 - Topics in Film and Media Studies, MART 592 - Topics in Film and Media Histories, MART 598 - Media Management and Distribution.
Other Recommendations
Capstone Scholars, Honor’s College Scholars, the Magellan Program, Office of Undergraduate Research grants and travel grants.

Sample research projects or topics
At the upper levels, media arts students investigate unique questions. They may answer these questions in a film or project. They may invent a new digital effects technique never before seen. They present these results at film festivals and conferences every year. Students have even used University programs like Magellan to invent and develop new pieces of film making equipment.

Why this is important
To distinguish yourself in the field is to show that you can apply your media art training in new ways, not just to duplicate and follow others’ instructions. Original research and production is the best way to do that.

INTEGRATE
How to Integrate
From the first to the last media art class you take, you are making things... producing films, creating video games, writing screenplays, building interactive art projects. Assignments are developed to encourage critical thinking and problem solving skills. It is important to have an active portfolio of your own media artworks as you enter the professional world.

LEAD
Initial career opportunities
Production assistant, assistant camera, assistant video editor, assistant animator, web developer, sound studio assistant.

Related graduate programs
Master of Fine Arts (MFA) in film or media production, Master of Library and Information Science (MLIS), MA or PhD in communications, film/media, law.

Future career opportunities
Film director, cinematographer, animator, game designer, screenwriter, projections designer, documentary filmmaker, sound designer, business owner.

The listed experiences are a sample of options for your major. See the USC Connect experiences database to search for more opportunities. www.sc.edu/usconnect/participate