

Cinema (CINE)

See also Journalism, and Radio/Television

Contact the Media Studies Department for further information.
(760) 744-1150, ext. 2440
Office: U-12
For transfer information, consult a Palomar College Counselor.

Associate in Arts Degrees -

AA Degree requirements are listed in Section 6 (green pages).
• Cinema

Certificates of Achievement -

Certificate of Achievement requirements are listed in Section 6 (green pages).
• Cinema

PROGRAM OF STUDY

Cinema

Provides the theory and practice necessary for work in the field of film making.

A.A. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements	Units
CINE 100 Art of the Cinema	3
CINE 102 History of Film to 1945	3
CINE 103 History of Film 1945–Present	3
CINE 105 Film Subjects	3
CINE 120 Film Criticism	3
CINE/RTV 125 Beginning Film and Video Field Production	3
CINE/RTV 225 Intermediate Film and Video Field Production	3
Electives (Select 6 units)	
CINE 110 The Non Fiction Film	3
CINE/RTV 115 Creative Writing for TV/Cinema	3
CINE 122 Identity in American Film	3
CINE 296 Special Projects	1, 2, 3
RTV 110 Broadcast Writing and Producing	3
TOTAL UNITS	27

COURSE OFFERINGS

CINE 100 Art of the Cinema (3)

3 hours lecture

Transfer acceptability: CSU; UC

An aesthetic study of the film. Areas of investigation will include symbolism, characterization, imagery, and uses of realism and fantasy. Criticism of important films will be in terms of thematic coherence, structural unity, technical achievement, and visual beauty. Off campus programs may be required.

CINE 102 History of Film to 1945 (3)

3 hours lecture

Transfer acceptability: CSU; UC

A survey of the development of the motion picture as an art form and cultural phenomenon from its inception to the end of World War II, including early inventors, pioneers of cinematic grammar, and major film movements such as German Expressionism, Soviet Montage, and the golden age of the American studio system. Films are regularly screened in the classroom.

CINE 103 History of Film 1945–Present (3)

3 hours lecture

Transfer acceptability: CSU; UC

A survey of the development of the motion picture as an art form and cultural phenomenon from the end of World War II to the present day, including major film movements such as Italian Neorealism, Film Noir, the French New Wave, and the American Renaissance of the 1960s-70s. Films are regularly screened in the classroom.

CINE 105 Film Subjects (3)

3 hours lecture

Note: May be taken 4 times

Transfer acceptability: CSU; UC – Credit determined by UC upon review of course syllabus.

A study of selected motion picture themes such as women in films, the western, the films of Hitchcock/Chabrol. Check the Class Schedule each semester for the particular subject.

CINE 110 The Non-Fiction Film (3)

3 hours lecture

Recommended preparation: CINE 100

Transfer acceptability: CSU; UC

A study of the complete spectrum of this vital genre, including the documentary, political propaganda, personal poetic statement, and travel record. The contributions of important filmmakers such as Ken Burns, Robert Flaherty, John Grierson, D.A. Pennebaker, Ricky Leacock, Albert and David Maysles, Michael Moore and Frederick Wiseman will be discussed. Significant non-fiction films from the beginning of film to the present will be screened.

CINE 115 Creative Writing for Television and Cinema (3)

3 hours lecture

Note: Cross listed as RTV 115

Transfer acceptability: CSU

Instruction and practice in the art of dramatic script writing. Emphasis is placed on the development of the initial story idea into a viable, professional shooting script for TV or film.

CINE 120 Film Criticism (3)

3 hours lecture

Transfer acceptability: CSU; UC

Film criticism refers to the serious and detailed analysis of film. Several critical approaches, i.e. auteur, genre, realism, feminism, will be studied and used to analyze film. These approaches explore film and its meaning through the historical development of the medium, from filmmaking's technical components, by relating a film or group of films to the social and cultural environment of the time, by focusing on the work in terms of its emotional and psychological impact on the viewer and how it is influenced by the nature of the film industry and financial considerations. We will recognize the collaborative nature of the medium as well as the significance of the individual artist to a particular film or group of films. Films will be screened weekly in class.

CINE 122 Identity in American Film (3)

3 hours lecture

Transfer acceptability: CSU; UC

A critical study of how American identity is formed in relation to American cinema. Areas of investigation include race, class, gender, sexual orientation, age, and ethnicity. Screening and analysis of films will be undertaken to investigate how select films reflect, celebrate, modify, and criticize mainstream American values. Off campus programs may be required.

CINE 125 Beginning Film and Video Field Production (3)

1½ hours lecture - 4½ hours laboratory

Note: Cross listed as RTV 125

Transfer acceptability: CSU; UC – CINE/RTV 125 and 225 combined: maximum credit, one course

A study of the basic techniques of field production using Super 8 or 16mm film or analog or digital video equipment as applied to various cinematic forms. The student will work with a team on a project through the preproduction, shooting, and postproduction phases of narrative storytelling for the screen.

CINE 170 Introduction to Video Editing (3)

1½ hours lecture - 4½ hours laboratory

Note: Cross listed as RTV 170; may not be taken for Pass/No Pass grading

Transfer acceptability: CSU

Covers the technical and theoretical aspects of film and video editing. Provides an introduction to the basic techniques, elements of editing language, the various technical processes used, introduction to Final Cut Pro software, as well as the related skills necessary for editing digital media.

CINE 225 Intermediate Film and Video Field Production (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in CINE/RTV 125, and a minimum grade of 'C' in RTV 110, or concurrent enrollment in RTV 110**Note:** Cross listed as RTV 225**Transfer acceptability:** CSU; UC – CINE/RTV 125 and 225 combined: maximum credit, one course

Principles, techniques, and theory of field production using digital or analog video or 16mm film equipment. Theory and practice of off-line linear or nonlinear editing.

CINE 296 Special Projects (1, 2, 3)

3, 6, or 9 hours laboratory

Prerequisite: A minimum grade of 'C' in CINE 115/RTV 115 or CINE 225/RTV 225**Note:** May be taken 2 times**Transfer acceptability:** CSU; UC – Credit determined by UC upon review of course syllabus.

Independent work on an original film project. The instructor will approve the work plan and afford personal guidance in its completion. Normally a student will make a fully satisfactory and acceptable screenplay or short film.

Communications (COMM)

See also Cinema, Journalism, and Radio/Television

Contact the Media Studies Department for further information.

(760) 744-1150, ext. 2440

Office: U-12

For transfer information, consult a Palomar College Counselor.

Certificates of Proficiency -

Certificate of Proficiency requirements are listed in Section 6 (green pages).

- Public Relations

Public Relations

This certificate includes a selection of courses that provides academic preparation to individuals who are seeking employment, or are currently employed, in public relations. Major growth in this industry is anticipated.

CERTIFICATE OF PROFICIENCY

Program Requirements		Units
COMM 104	Principles of Public Relations	3
GCIP/		
R GCIP 149	Page Layout and Design I	4
JOUR 101	News Writing and Reporting	3
JOUR 105	Newspaper Production	3
RTV/ENTT 120	Digital Television Production	3
TOTAL UNITS		16

COURSE OFFERINGS**COMM 100 Mass Media in America (3)**

3 hours lecture

Transfer acceptability: CSU; UC – COMM 100 and 105 combined: maximum credit, one course

A multi media approach to a comparative survey of communication in 20th century America, studying the history, structure, and social impact of television, cinema, radio, journalism, and new forms of communication.

COMM 104 Principles of Public Relations (3)

3 hours lecture

Transfer acceptability: CSU

A survey of public relations history, theories, and practices with emphasis on applications to business, public agencies and institutions. A practical approach to using the media, creating press releases, organizing and executing campaigns, and promoting favorable relations with various segments of the public.

COMM 105 Race, Gender and Media Effects (3)

3 hours lecture

Transfer acceptability: CSU; UC – COMM 100 and 105 combined: maximum credit, one course

An analysis of the changing social and ethical issues that confront both our mass communication systems and the public. The media's role in reflecting, creating, and controlling human values, both personal and social. Examination of images of women, African-Americans, Native Americans, Asian-Americans, and Latinos in the mass media and their sociological consequences.

COMM 144 Exploring the Effects of Media on Young Children (1.5)

½ hour lecture

Note: Cross listed as CHDV 144**Transfer acceptability:** CSU

Explores the effects of media consumption on children's social-emotional, physical, and cognitive development. Research behind the risks associated with television and computer use and popular culture saturation for young children. Techniques for addressing media consumption with children, parents and families.

Computer Science and Information Systems - Computer Science (CSCI)

See also CSIS - Information Technology,

CSIS - Networking, and CSIS - Web Technology

Contact the Computer Science and Information Systems Department for further information.

(760) 744-1150, ext. 2387

Office: MD-275

<http://www.palomar.edu/csis>**Associate in Arts Degrees -**

AA Degree requirements are listed in Section 6 (green pages).

- Computer Science
- Computer Science with Emphasis in Video Gaming

Certificates of Achievement -

Certificate of Achievement requirements are listed in Section 6 (green pages).

- Computer Science
- Computer Science with Emphasis in Video Gaming

Certificates of Proficiency -

Certificate of Proficiency requirements are listed in Section 6 (green pages).

- Java Software Development
- Linux
- Mac Programming
- Video Game Artist
- Video Game Developer

PROGRAMS OF STUDY**Computer Science**

Computer Science is the study and design of computer systems: both hardware and software. Computer scientists are primarily concerned with the design of algorithms, languages, hardware architectures, systems software, applications software and tools. Applications range from simple game playing to the control of space vehicles, power plants and factories, from banking machines to intelligent medical diagnosis systems. Computer Science professionals are concerned with the creation of computer and information systems for the benefit of society.

Emphasis in the Computer Science program is placed on the ability to solve problems and think independently. The program offers a foundation in data structures, computer architecture, software design, algorithms, programming languages and object-oriented programming. See a Counselor for additional university transfer requirements in this major.