Broadcasting Arts and Technology

The Broadcasting Arts and Technology program at County College of Morris prepares students for work in the television and film industries. Career tracks include producer, director, editor, camera operator, audio engineer, and more. Having earned an Associates Degree in Broadcasting Arts and Technology, graduates are prepared to transfer and complete requirements for a Bachelor's Degree in communication, media, or broadcasting. This program focuses on developing media skills and offers technical applications in the areas of television and multimedia. The Broadcasting Arts and Technology program also provides opportunities for a supervised media internship.

Why Study at CCM?

CCM is an excellent place to start your career in broadcasting and video production. The Alex DeCroce Media Center functions as a TV studio and classroom for Broadcasting majors. The renovated television facilities feature HDTV technology in two professional studios and associated control rooms, a digital media editing classroom, an announcer's booth for voiceover recording as well as a "green room" for guests. Both professional TV studios are equipped with green screen cycloramas to create a variety of background scenarios for video, animation and gaming.

Career Opportunities:

Producers, Directors, Camera Operators, Audio Technicians, Teleprompter operators, Studio/Floor Managers, Writers, Editors, Reporters, Correspondents, Broadcast News Analysts, Radio and TV Announcers.

For more information, visit the Design & Media Studies Department (https://www.ccm.edu/academics/divdep/liberal-arts/department-of-design-media-studies/) webpage.

Degrees

AA Broadcasting Arts and Media Studies

(P1132)

General Education Foundation

Communication		9
ENG-111	English Composition I	
ENG-112	English Composition II	
COM-109	Speech Fundamentals	
Math-Science-Technology		12
MAT-120	Mathematics for Liberal Arts	
or MAT-130	Probability and Statistics	
Laboratory Science Elective		
CMP-126	Computer Technology and Applications	
Social Science		6
SOC-120	Principles of Sociology	
PSY-113	General Psychology	
Humanities		9
Language/Literature Sequence [1]		
Humanities Elective [1]		
History [1]		6
Diversity		3
ISA-110	Intercultural Communication	
General Education Foundation Credits		45
Broadcasting Arts and Technology Core		
COM-114	Media Aesthetics	3
COM-115	Introduction to Mass Media	3
COM-211	Television Production I	3
MED-210	Digital Video Editing	3
COM-212	Television Production II	3
MED-110	Multimedia I	
MED-119	Digital Media Production	
MED-220	Animation	
MED-240	Advanced Animation	
MED-291	Special Topics in Media	
MED-292	Special Topics in Media	
MED-293	Special Topics in Media	
COM-101	Introduction to Communication	
COM-102	Advertising and Society	
COM-103	Introduction to Public Relations	
COM-104	Interpersonal Communication	
COM-105	Media Literacy	
COM-111	Introduction to Journalism	
COM-112	Advanced Journalism	
COM-120	Broadcast Journalism	
COM-209	Editing and Publication Design	
COM-230	Communications Internship	
COM-234	Introduction to Film	
COM-291	Special Topics in Communication	
COM-292	Special Topics in Communication	
PHO-213	Documentary Photography	
Broadcasting Arts and Technology Core Credits		15
Total Credits		**60**

Faculty

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Courses

MED-110. Multimedia I. 3 Credits.
LECT 45 hrs
Multimedia I is a survey course designed to allow students to explore, discuss, develop and use multimedia technology.This computer-based course offers an extensive overview of the technologies of multimedia. Students engage in issues related to usability, management and distribution.Topics include multimedia development and design, media elements, and emerging hardware and software trends. Several projects throughout the course give students hands-on experience with a variety of digital multimedia tools.
Additional Fees: Course fee applies.

MED-113. Multimedia II. 3 Credits.
LECT 45 hrs
An advanced course designed to allow students to apply the theory and basic practical knowledge presented in Multimedia I. Students apply their knowledge productions for DVD, local networks or the Internet. Students incorporate traditional media production elements such as video and audio combined with the latest features and technologies. Conceptualization, user interface design and prototyping are key course elements. A multimedia prototype project that demonstrates conceptual and technical understanding is required.
Prerequisites: MED-110
Additional Fees: Course fee applies.

MED-119. Digital Media Production. 3 Credits.
LECT 45 hrs
This course provides students with theory and training in the area of digital content development for digital media productions. Software and hardware training in digital video, audio, animation, and graphics are introduced. In addition, the appropriate use of these areas of content in developing digital media productions and interface design are discussed.
Additional Fees: Course fee applies.

MED-210. Digital Video Editing. 3 Credits.
LECT 30 hrs LAB 30 hrs
This course provides students with the fundamental principles of video editing with a focus on the techniques and technology used to achieve a superior final product. An in-depth exploration of non-linear editing concepts includes a deeper understanding of primary, secondary and tertiary motion, shot types, sequencing, transitions and continuity. Students learn to log and capture raw video, assemble shots on a timeline, create, add, and edit text, audio tracks, title animation, effects, transitions, continuity and video compositing. This course is ideal for students who wish to create and edit a professional video for broadcast, webcast and other motion media venues.
Prerequisites: MED-113 or COM-211
Additional Fees: Course fee applies.

MED-213. Multimedia Authoring and Design. 3 Credits.
LECT 45 hrs
Using industry-standard authoring software, students apply multimedia technology to assemble a real-world interactive multimedia project. Concepts and principles of user interface design, digital audio and video production, team production techniques and usability testing are employed. As members of a production team, students plan, manage and implement a complex multimedia production project.
Prerequisites: MED-113
Additional Fees: Course fee applies.

MED-220. Animation. 3 Credits.
LECT 45 hrs
This is an introductory course in 3D modeling and animation software to create animated imagery for video and multimedia applications. Software includes 3D Studio Max (3D animation) and Adobe Premiere and AfterEffects (digital video). Through assigned projects, students learn to combine live video and animation with compositing and bluescreening techniques.
Additional Fees: Course fee applies.

MED-240. Advanced Animation. 3 Credits.
LECT 45 hrs
This advanced-level course is a continuation of MED-220 Animation and is designed to expose students to high-end 3-D modeling tools for digital animation, electronic post-production, digital special effects and digital multimedia. This course explores advanced applications in digital compositing, particle systems, Newtonian algorithms, kinemation, dynamation and 3-D characters.
Prerequisites: MED-220
Additional Fees: Course fee applies.

MED-292. Special Topics in Media. 3 Credits.
LECT 45 hrs
An examination of selected topics or issues in media. Topics may differ each time the course(s) is/are offered. Students should consult the department chair for further information. Available only to Digital Media Technology majors.
Prerequisites: Permission of department chair
Additional Fees: Course fee applies.