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 Associate's 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.

Learn More

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.

Learn More

Career Opportunities:

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

For more information, visit the Department of Communication 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-133 Probability and Statistics
CMP-126 Computer Technology and Applications

Laboratory Science Elective

Social Science 6

SOC-120 Principles of Sociology

PHO-213 Documentary Photography

Broadcasting Arts and Technology Core

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 Credits 15

Total Credits 60

Faculty

Raymond Kalas
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M.A., Montclair State University
B.A., San Francisco State University
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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
Through hands-on learning, Digital Video Editing 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 MED-211 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 to be used on DVD, a local network or the Internet for a participating business partner.
Prerequisites: MED-113
Additional Fees: Course fee applies.

MED-220. Animation. 3 Credits.
LECT 45 hrs
This is an advanced production course utilizing 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-224. Independent Study in Media. 3 Credits.
LECT 45 hrs
Students, in consultation with a media advisor, undertake an in-depth analysis of a selected topic, problem or issue related to media or pursue additional media-related work experience. Students are responsible for developing a statement of goals, maintaining a weekly log and preparing a written and oral summary report. Available only to Digital Media Technology majors.
Prerequisites: Permission of department chair
Additional Fees: Course fee applies.

MED-228. Cooperative Work Experience-Media Stud. 3 Credits.
COOP 45 hrs
Actual applications of classroom learning in a supervised on-the-job training experience takes place daily. Students pursue their career objectives in the broadcasting arts or digital media area following a training plan with the assistance of the department chair and on-the-job supervisor. Interested students should consult with the Department of Information Technologies chair. Available only to Digital Media Technology majors.
Prerequisites: MED-212 or MED-213
Corequisites: MED-229.

MED-229. Cooperative Work Experience-Media Related Class. 1 Credit.
LECT 15 hrs
This course provides a variety of exercises that further develop students' technical skills, occupational adjustment and career development competencies. Exercises help to develop interpersonal and communication skills and help to ensure a positive cooperative work experience. This course is offered online. Available only Digital Media Technology majors.
Prerequisites: MED-212 or MED-213
Corequisites: MED-228.
MED-230. Media Internship. 3 Credits.
COOP 45 hrs
Practical experience in the media career field is gained working part-time in an approved, supervised media-related environment or on an approved media-related project under the supervision of a media instructor and/or on-the-job supervisor. Available only to Digital Media Technology majors.
Prerequisites: Permission of department chair.

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, kinematics, dynamation and 3-D characters.
Prerequisites: MED-220
Additional Fees: Course fee applies.

MED-291. Special Topics in Media. 1 Credit.
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.

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.

MED-293. 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.