Film, Television, and Interactive Media draws on faculty in the Humanities, the Social Sciences, the Creative Arts, and Computer Science, to offer liberal arts courses in cinema and television as well as in film production. The major provides a distinctive and innovative setting for the education and training of students in the newer media and of fiction and documentary filmmakers. We empower graduates with deep knowledge of cinematic history and culture as well as with sophisticated abilities in media capture, editing, sound, lighting, directing, cinematography and screenwriting. We prepare students to apply their understanding of conventional film and television to new domains in interactive media, such as movies for mobile devices and games with a strong narrative and visual appeal. In short, we teach majors to understand and respect the creative process and artists to value and learn from scholarship.

Knowledge:

Students completing the major in Film, Television and Interactive Media will come away with a strong understanding of:

- American and international cultures of the moving image
- film criticism, auteurial cinema, independent film, and the studio system
- appreciation of film as text and narrative
- global, national and regional cinemas
- implications of the new and emerging technologies for the creative process
- economic and business dimensions of the industry

Core Skills

- the creative aspects of film production, including screenwriting, editing, interactive media, 3D animation, sound design, and digital media capture, all of which are essential to film, gaming, and web-delivered visual work
- techniques and the art of production
- ability to provide insightful criticism of film, television, and enriched media

Upon Graduating:

A Brandeis student with a Film, Television and Interactive Media major will be prepared to:

- undertake graduate study or a career in the cinematic arts
- work in production
- pursue, as many of our concentrators have done, careers in law, business, entertainment, journalism, and media-based endeavors