

Film Studies (BA)

This program is offered by School of Communications/Media Arts Department and is only available at the St. Louis main campus.

Program Description

The Film Studies major is designed to provide students with a comprehensive theoretical study of film. Students develop an understanding of film history and aesthetics, as well as critical approaches to the study of film. Upper-level courses focus on in-depth analysis of film genres, filmmakers or international cinema. Film studies courses move from general survey to specific, in-depth studies of a genre, filmmaker or theory.

Learning Outcomes

Successful graduates of this program will be able to:

- Analyze film forms such as (but not limited to) story, narrative structure, cinematography, editing, acting, story, lighting, and mise-en-scène.
- Demonstrate a broad understanding of global film history, including cultural, historical and social contexts.
- Use one or more theoretical or critical approaches to analyze films and television programs.
- Express knowledge of film history, form, and theory through writing, oral communications and multimedia presentations.

Degree Requirements

For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

- 36 required credit hours
- Applicable University Global Citizenship Program hours
- Electives

Required Courses

- FLST 1000 Film and Television Appreciation (3 hours)
- FLST 2050 History of Film (3 hours)
- FLST 2060 Modern World Cinema (3 hours)
- FLST 4160 Survey of Film Theory and Criticism (3 hours)
- FLST 4620 Capstone in Film Studies (3 hours)
- EPMD 1000 Introduction to Media Production (3 hours)
- SCPT 3110 Script Analysis (3 hours)

Area of Specialization

In addition, students must complete five of the following three-credit hour courses:

- FLST 2070 History of Animation (3 hours)
- FLST 3160 Topics in Film Studies (3 hours)
- FLST 3170 Topics in Documentary Film Studies (3 hours)
- ENGL 1900 Introductory Seminar in Literary Analysis (3 hours)
- ENGL 2210 Adaptations (3 hours)
- GAME 3500 History of Video Games (3 hours)
- MDST 4950 Internship (3 hours)
-