

TELEVISION, RADIO AND FILM, BS

Contact

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Faculty

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The Television, Radio and Film Department provides students with a collaborative, multidisciplinary center for the pursuit of intellectual, creative, and professional practice in the study and area of visual and aural storytelling for entertainment media.

The TRF curriculum prepares students for careers in creative storytelling across the entertainment media spectrum; including animation, digital, documentary, film, gaming, music, podcasting, radio, sports and television. Students learn and excel in a wide array of creative and business practices that lay the foundation for careers in areas such as:

- Agents
- Cinematographers
- Directors
- Entertainment Attorneys
- Executives
- Innovators
- Media Scholars
- Music Producers and Scoring Artists
- Producers
- Production Designers
- Screenwriters
- Sound Designers
- Visual Effects Artists and Supervisors

TRF majors complete an extensive core of school and department requirements over their first two years. At end of their sophomore year students work with their faculty advisor to choose the track of advanced study best suited to their goals and interests:

- Cinematography Track - Students focus on coursework and experience in cinematography practices.
- Executive Track - Students focus on coursework and experience in entertainment business practices.
- Media Innovation and Entrepreneurship Track - Students focus on coursework and experience in innovation and entrepreneurship practices.
- Production Track - Students focus on coursework and experience in their area of interest within production practices: Audio, Directing, Editing, Management, Music, Producing, Production VFX, etc.
- Screenwriting Track - Students focus on coursework and experience in screenwriting topics.

- Sports Media & Communications Track - Students focus on coursework and experience in sports media & communications practices.
- Signature Track- Students select interdisciplinary courses that meet their independent educational and professional goals from more than 50 course topics.

The TRF department offers a number of popular culture courses in association with the Bleier Center for Television and Popular Culture, <http://tvcenter.syr.edu/>.

Students are encouraged to participate in our Semester in Los Angeles (<http://lasemester.syr.edu/>), NYC (<https://newhouse.syr.edu/nyc> (<https://newhouse.syr.edu/nyc/>)), or other study abroad opportunities (<http://suabroad.syr.edu/>). All of these abroad opportunities are synergistic elements of the TRF curriculum and overall student experience.

Student Learning Outcomes

In addition to the comprehensive Newhouse School learning outcomes listed in the School's Educational Mission (<https://coursecatalog.syracuse.edu/undergraduate/public-communications/>) students in the Television, Radio and Film major are expected to achieve the following additional learning outcome:

1. Demonstrate entry-level proficiency in a particular aspect of television, radio or film industry practices by synthesizing the best practices and current theories of the field.

Major Requirements

This is a 42-credit major. Students majoring in Television, Radio and Film must fulfill the following requirements:

Code	Title	Credits
Required Courses		
COM 107	Communications and Society	3
COM 117	Multimedia Storytelling	3
Select one of the following:		3
COM 346	Race, Gender, and the Media	
COM 348	Beauty and Diversity in Fashion Media	
COM 350	Topics in Media, Diversity and Inclusion	
COM 506	Communications Law for Television, Radio, Film	3
or COM 509	Communications Law for Public Communicators	
TRF 205	Sight, Sound and Motion	3
TRF 211	Screenwriting	3
or SMC 214	Writing for Sports Communications	
Note: The option to take SMC 214 is only open to students that choose the Sports Media & Communications track.		
TRF 235	Principles and Practices: Television-Radio, Film Industries	3
TRF 340	Topics in Critical and Historical Perspectives	3
Grammar Competency Requirement		

Students must complete a grammar competency as part of their degree requirements. There will be two ways students can satisfy this competency.

First, by passing a grammar competency exam during their first semester on campus. The exam will be given twice - once before the end of the first week of classes and a second time prior to registration the next semester. A passing grade on the exam will fulfill the competency requirement.

Secondly, by passing COM 101, a 0-credit grammar course which will be mandatory for students who fail the grammar competency exam. This course can be repeated until a passing grade is earned and the competency is met.

Students must meet the grammar competency to receive a degree.

Tracks	
Select one of the following Tracks:	18
Cinematography	
Entertainment Business	
Media Innovation and Entrepreneurship	
Production	
Screenwriting	
Sports Media & Communications	
General	

Total Credits	42
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Grammar Competency Requirement

Students must complete a grammar competency as part of their degree requirements. There will be two ways students can satisfy this competency:

- First, by passing a grammar competency exam during their first semester on campus. The exam will be given twice - once before the end of the first week of classes and a second time prior to registration the next semester. A passing grade on the exam will fulfill the competency requirement.
- Secondly, by passing COM 101 Practical Grammar for Public Communications, a 0-credit grammar course which will be mandatory for students who fail the grammar competency exam. This course can be repeated until a passing grade is earned and the competency is met.

Students must meet the grammar competency to receive a degree.

Tracks

Students will choose one of the tracks listed below.

Cinematography

Code	Title	Credits
Critical Thinking Course		
CIN 313	Cinematography I: Fundamentals	3
Cinematography Core		
CIN 303	Nonfiction Video Storytelling	3
CIN 323	Cinematic Light & Lens	3
CIN 433	Cinematography II: Cinematic Storytelling	3

Experiential Courses

In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives.	3
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Capstone Course

CIN 483	Cinematography Capstone	3
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or TRF 464	Production Capstone
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Total Credits	18
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Executive

Code	Title	Credits
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Critical Thinking Course

Select one of the following:	3
TRF 400	Selected Topics (The Science of Entertainment Media)
TRF 471	TV Nation (LA)
TRF 496	Research for Entertainment Media
COM 415	Digital Nation (NYC)

Experiential Courses

Select nine credits from the following courses:	9
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Executive Strategy & Decision-Making Courses

TRF 400	Selected Topics (The Art of Producing (LA summer))
The Science of Entertainment Media	
TRF 430	Topics in Entertainment Business
Artist Representation	
Marketing for Entertainment (LA)	
The Development/Production Executive (LA)	
TRF 471	TV Nation (LA)
TRF 496	Research for Entertainment Media
TRF 500	Selected Topics (American High Masterclass)
Film Business Workshop (may be taken up to 3 times)	
TRF 510	Specialized Practice (1-credit modules)
Business/Legal Affairs for Entertainment	
Artist Representation & Creative Process (LA summer, 1 credit)	
Hollywood: Navigating the Future (LA summer, 1 credit)	
Pitching Unscripted: How to Sell a Reality Show	
TRF 560	Topics in International Perspectives (Global Media Thinking)
TRF 592	Film Business

Innovation and Entrepreneurship Courses

MMI 510	Topics in Media Entrepreneurship ((3-pack of 1-credit courses) Topic choices include:)
Entrepreneurial Thinking for Media Professionals	
New Ventures in Media	
Lean Digital Media Startups	
MMI 425	Advanced Media Business
MMI 428	Entertainment Innovation & Entrepreneurship
MMI 434	Trendspotting in Digital Media

Interdisciplinary Media Business Courses

BAN 454	Music Business, Technology & Emerging Opportunities (LA)
COM 415	Digital Nation (NYC)
COM 425	Social Platforms, Processes, and Perspectives (NYC)
MND 413	Emerging Media Platforms
MND 545	Virtual Reality Storytelling

Elective Courses

In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives. 3

Capstone Course

Students will choose one of the following courses: 3

TRF 461	Entertainment Business Capstone
or TRF 465	Hollywood: Game Changers

Total Credits 18

Media Innovation and Entrepreneurship

Code	Title	Credits
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Critical Thinking Course

Students choose three 1-credit topics from the following list: 3

MMI 510	Topics in Media Entrepreneurship
	Entrepreneurial Thinking for Media Professionals (required)
	New Ventures in Media (required)

Choice of one additional 1-credit topic from the list below:

Startup Culture
Launching Your Freelance Business
Influencer to Creator Entrepreneur
Innovating Your Podcast
Social Impact Media Ventures
GenAI: Creativity, Opportunities and Concerns
Innovating Storytelling and Media
Data in Media: Insights and Issues
Brand-Funded Entertainment

Experiential Courses

Students will choose six credits of the following courses: 6

BAN 454	Music Business, Technology & Emerging Opportunities
MMI 425	Advanced Media Business
MMI 428	Entertainment Innovation & Entrepreneurship
MMI 434	Trendspotting in Digital Media
MND 413	Emerging Media Platforms
MND 545	Virtual Reality Storytelling
TRF 400	Selected Topics (The Science of Entertainment Media)
TRF 560	Topics in International Perspectives (Global Media Thinking)

Elective Courses

In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives. 6

Capstone Course

Select one of the following: 3

MMI 427	New Media Venture Launch
TRF 465	Hollywood: Game Changers (LA)

Total Credits 18

Production

Code	Title	Credits
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Critical Thinking Course

TRF 200	Selected Topics	
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Experiential Courses

Select nine credits of the following: 9

Audio

TRF 400	Selected Topics (Radio Phoenix: 21st Century Music Radio Essentials)
TRF 450	Topics in Production (Sound Experiments)
TRF 454	Music Recording
TRF 456	Sound for Picture
TRF 457	Music Underscoring
TRF 510	Specialized Practice (1-credit modules)

Art of the Voiceover I
Art of the Voiceover II
Art of the Voiceover III
Podcasting I - Industry Overview
Podcasting II - Production
Podcasting III - Marketing & Promotion

Cinematography

CIN 303	Nonfiction Video Storytelling
CIN 313	Cinematography I: Fundamentals
CIN 323	Cinematic Light & Lens
CIN 433	Cinematography II: Cinematic Storytelling
CIN 510	Topics in Cinematography (1 credit each)
	Cinematic Movement
	Emerging Cinematography
	Pre-Visualization

Film and TV Content

TRF 400	Selected Topics
	Directing Studio Productions with Automation
	The Art of Producing (LA summer, 2 credits)
	International Filmmaking: WWII Documentaries
TRF 415	Camera Acting for Writers, Producers & Directors (LA)
TRF 429	Creative Producing
TRF 441	Visual Effects for Live Action
TRF 442	Multicamera Television Production
TRF 444	Production Management
TRF 445	Post-Production Practices
TRF 446	Working with Actors
TRF 447	Animation for Film and TV
TRF 450	Topics in Production
	The Art of Editing for TV and Film
	Children's Media Development & Production
	Art, Craft, Design
	Studio Process & Workflow (NYC - Lionsgate)
TRF 451	Directing
TRF 453	Short-form Production
TRF 459	Documentary Production
TRF 500	Selected Topics (American High Masterclass)
TRF 510	Specialized Practice (1-credit modules)

Avid Editing I	
Avid Editing II	
Color Correction	
Producing the Fashion Video	
Visual Effects Analysis	
<i>Sports Media</i>	
SMC 330	Topics in Esports and Media
SMC 403	Sports Content for Social Platforms
SMC 422	Sports Production
SMC 423	Sports Documentary
<i>Interdisciplinary Production</i>	
MND 504	Multimedia Projects
MND 545	Virtual Reality Storytelling
Elective Course	
In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives.	
	3
Capstone Course	
TRF 464	Production Capstone
	3
Total Credits	15
Screenwriting	
Code	Title
Credits	
Critical Thinking Course	
Select one of the following:	
	3
TRF 400	Selected Topics (The Science of Entertainment Media)
TRF 429	Creative Producing
TRF 471	TV Nation (LA)
TRF 530	Popular Culture Studies
Experiential Courses	
Students will choose six credits from the following courses:	
	6
TRF 420	Topics in Screenwriting
TRF 421	Feature Film Writing
TRF 422	Comedy Writing
TRF 423	Writing the One-Hour Drama
TRF 500	Selected Topics (American High Masterclass)
Screenwriting Workshop (1 credit)	
TRF 510	Specialized Practice (Breaking the Story (LA, 1 credit))
Elective Course Options	
In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives.	
	6
Capstone Course	
TRF 467	Screenwriting Master Class
	3
Total Credits	18

Sports Media & Communications

Code	Title	Credits
Critical Thinking Course		
Students will choose three credits from the following courses:		
		3

TRF 200	Selected Topics
SMC 214	Writing for Sports Communications
SMC 330	Topics in Esports and Media
TRF 400	Selected Topics
TRF 530	Popular Culture Studies
Experiential Courses-Required	
Students will choose nine credits from the following courses:	
	9
SMC 500	Selected Topics (Performance for Sports Media)
SMC 500	Selected Topics (Sports Betting and Sports Media)
SMC 214	Writing for Sports Communications
SMC 330	Topics in Esports and Media
SMC 403	Sports Content for Social Platforms
SMC 422	Sports Production
SMC 423	Sports Documentary
SMC 424	The Sports Media Pitch
SMC 454	Sport Writing Across Platforms
SMC 510	Topics in Sports Media & Communications (1-credit modules)
Experiential Courses-Electives	
In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives.	
	3
Capstone Course	
SMC 482	Sports Feature Production Capstone
	3
Total Credits	18
Signature	
Code	Title
Credits	
Critical Thinking Course	
Select one of the following:	
	3
MMI 428	Entertainment Innovation & Entrepreneurship
TRF 400	Selected Topics (The Science of Entertainment Media)
TRF 496	Research for Entertainment Media
TRF 530	Popular Culture Studies
TRF 560	Topics in International Perspectives (Global Media Thinking)
Experiential Course	
In consultation with their advisor, students select three credits of 300-level or higher Newhouse coursework, including internships or experience-based credits, tailored to complement their individual learning objectives.	
	12
Capstone Course	
TRF 463	Television, Radio and Film Capstone
	3
Total Credits	18

Additional Requirements**Global Experience Requirement**

The Global Experience requirement may be fulfilled by studying abroad or taking an approved class. A list of courses that fulfill this requirement can be found in the Newhouse Guide Book. If a student chooses to take a Newhouse class to fulfill this requirement, the additional Newhouse hours will be added to the 122 credits needed for graduation if the student has reached the Newhouse credit maximum.

Ethics Requirement

PHI 293 Ethics and the Media Professions (College of Arts and Sciences)

Total: 42 Newhouse credits required

Undergraduate University Requirements

The following requirements and experiences apply to all Syracuse University Undergraduate matriculated degree programs.

- IDEA Course Requirement (<https://coursecatalog.syracuse.edu/undergraduate/idea-course-requirement/>)
- First Year Seminar (<https://coursecatalog.syracuse.edu/undergraduate/courses/fys/>)