

FILM PRODUCTION (NEXUS)

Program Overview

The nexus degree will provide Georgians access to a career in the high demand area of Film Production (as defined by the Governor’s report on High Demand Career Initiatives). The Nexus Degree is tightly aligned with high priority talent demand of film production and the competencies and capabilities valued most within the industry. The Nexus degree is intended for anyone interested in pursuing a career in a film production-related-area – people who have not earned a degree, people who have a degree but want to transition into a high demand career field, and people who work in a high demand career field and want to advance in their film career ladder.

The Film Production Nexus consists of 60 credit hours, with a minimum requirement of 12 credit hours of upper-division courses (e.g., 3000-4000) and includes a substantive experiential learning component. Experiential learning components are foundational to each course offered in this degree.

Career Opportunities Program of Study

Code	Title	Credit Hours
Area A Essential Skills		
ENGL 1101	English Composition I (with a grade of "C" or better)	3
ENGL 1102	English Composition II (with a grade of "C" or better)	3
Select one of the following courses:		3
MATH 1001	Quantitative Skills and Reasoning	
MATH 1101	Introduction to Mathematical Modeling	
MATH 1111	College Algebra	
MATH 1113	Pre-Calculus (if 4 credit hours, extra hour is applied to Area B seminar)	
MATH 1125	Applied Calculus	
MATH 1131	Calculus with Analytic Geometry I	
Area A Total		9
Area B Institutional Options ¹		
B1: Select 3 hours of following courses:		3
COMM 1110	Public Speaking	
Any Foreign Language 1001, 1002, 2001, 2002		
B2: Select 1 or 2 hours of the following courses:		1-2
ITDS 1779	Scholarship Across the Disciplines	
LEAD 1705	Introduction to Servant Leadership	
PERS 1506	Perspectives 1-hour (1 credit; may be repeated with a different topic)	
PERS 1507	Perspectives 2-hour (2 credits)	
Area B Total		4-5
Area C Humanities/Fine Arts/Ethics		
Select one of the following humanities courses:		3
ENGL 2111	World Literature I	
ENGL 2112	World Literature II	
ITDS 1145	Comparative Arts ²	

ITDS 1155	The Western Intellectual Tradition	
ITDS 2125	Historical Perspectives on the Philosophy of Science and Mathematics	
PHIL 2010	Introduction to Philosophy	
Select one of the following fine arts courses:		3
ARTH 1100	Art Appreciation	
ITDS 1145	Comparative Arts ²	
MUSC 1100	Music Appreciation	
THEA 1100	Theatre Appreciation	
ARTH 2125	Introduction to the History of Art I– Prehistoric through Gothic	
ARTH 2126	Introduction to the History of Art II– Renaissance through Modern	
Area C Total		6
Area D Science/Math/Technology ¹		
D1: Select two lab science courses from below:		7-8
ANTH 1145	Human Origins	
ASTR 1105	Descriptive Astronomy: The Solar System & ASTR 1305 and Descriptive Astronomy Lab ((lab optional))	
ASTR 1106	Descriptive Astronomy: Stars and Galaxies & ASTR 1305 and Descriptive Astronomy Lab	
ATSC 1112	Understanding the Weather & 1112L and Understanding the Weather Lab	
BIOL 1225K	Contemporary Issues in Biology with Lab	
BIOL 1125	Contemporary Issues in Biology Non-Lab	
CHEM 1151	Survey of Chemistry I & 1151L and Survey of Chemistry I Lab	
CHEM 1152	Survey of Chemistry II & 1152L and Survey of Chemistry II Lab	
CHEM 1211	Principles of Chemistry I & 1211L and Principles of Chemistry I Lab	
CHEM 1212	Principles of Chemistry II & 1212L and Principles of Chemistry II Lab	
ENVS 1105	Environmental Studies & 1105L and Environmental Studies Laboratory ((lab optional))	
ENVS 1205K	Sustainability and the Environment	
GEOL 1110	Natural Disasters: Our Hazardous Environment	
GEOL 1121	Introductory Geoscience I: Physical Geology & 1121L and Introductory Geoscience I: Physical Geology Lab	
GEOL 1122	Introductory Geo-sciences II: Historical Geology & GEOL 1322 and Introductory Geo-sciences II: Historical Geology Lab	
GEOL 2225	The Fossil Record	
PHYS 1111	Introductory Physics I & PHYS 1311 and Introductory Physics I Lab	
PHYS 1112	Introductory Physics II & PHYS 1312 and Introductory Physics II Lab	
PHYS 1125	Physics of Color and Sound & PHYS 1325 and Physics of Color and Sound Lab (lab optional)	
PHYS 2211	Principles of Physics I & PHYS 2311 and Principles of Physics I Lab	
PHYS 2212	Principles of Physics II & PHYS 2312 and Principles of Physics II Lab	

D2: Select one of the following courses or a science course from above: 3-4

CPSC 1105	Introduction to Computing Principles and Technology	
CPSC 1301K	Computer Science I	
GEOG 2215	Introduction to the Geographic Information Systems	
MATH 1113	Pre-Calculus	
MATH 1125	Applied Calculus	
MATH 1131	Calculus with Analytic Geometry I	
MATH 1132	Calculus with Analytic Geometry II	
MATH 1165	Computer-Assisted Problem Solving	
MATH 2125	Introduction to Discrete Mathematics	
PHIL 2500	Formal Logic	

Area D Total 10-11

Area E Social Sciences

HIST 2111	U. S. History to 1865	3
or HIST 2112	U. S. History since 1865	
POLS 1101	American Government	3

Select one behavioral science course from the following courses: 3

ECON 2105	Principles of Macroeconomics	
ECON 2106	Principles of Microeconomics	
PHIL 2030	Moral Philosophy	
PSYC 1101	Introduction to General Psychology	
SOCI 1101	Introduction to Sociology	

Select one world cultures course from the following courses: 3

ANTH 1105	Cultural Anthropology	
ANTH 1107	Discovering Archaeology	
ANTH 2105	Ancient World Civilizations	
ANTH 2136	Language and Culture	
ENGL 2136	Language and Culture	
GEOG 1101	World Regional Geography	
HIST 1111	World History to 1500	
HIST 1112	World History since 1500	
INTS 2105	Introduction to International Studies and Cross-Cultural Learning	
ITDS 1156	Understanding Non-Western Cultures	

Area E Total 12

Field of Study Requirements

The program consists of 18 hours of which at least 12 must be upper division. A Grade of C or better is required for all GFA courses.

Select one of the following 6

GFA 1000	Introduction to On-Set Film Production	
GFA 1040	Intro to Film & TV Post-Production	
GFA 1500	Introduction to Digital Entertainment, Esports, & Game Development	

Select 12 Hours of 3000 or 4000 level GFA courses OR select one of the following pathways: 12

Post Production Pathway (choose two courses):

GFA 3040	Intro to Editing with Avid Media Composer 100	
GFA 3140	Introduction to Sound Design with Avid Pro Tools 100	
GFA 4040	Advanced Editing with Avid Media Composer 200	

Motion Picture Set Light Pathway (choose two courses):

GFA 3020	Motion Picture Set Lighting I	
GFA 3070	Film & Television Costumes and Wardrobe	
GFA 3080	Camera Department for Film and Television	
GFA 4020	Motion Picture Set Lighting II	

Production Design Pathway (choose two courses):

GFA 3010	Production Design I	
GFA 4010	Production Design II	
GFA 4100	Production Crew Practicum	

Digital Entertainment, Esports and Gaming Pathway:

GFA 3310	Introduction to UNREAL ENGINE	
GFA 3510	Digital Entertainment & Esports Event Design	
GFA 3520	GFC Digital Entertainment & Esports Creative Development	

Field of Study Requirements Total 18

Total Credit Hours 60

¹ Students must complete Area B and Area D with a combined total of 15 credit hours within the following ranges: Area B, 4-5 hours; Area D1, 7-8 hours; Area D2, 3-4 hours. Any additional hours may be applied to Area F or beyond, depending on the program of study. Students should consult their advisors.

² ITDS 1145, though listed under both humanities and fine arts, may be taken only once.

Program Map

Course	Title	Credit Hours
First Year		
Fall		
ENGL 1101	English Composition I (minimum grade of C)	3
Select one of the following:		6
GFA 1000	Introduction to On-Set Film Production (minimum grade of C)	
GFA 1040	Intro to Film & TV Post-Production	
GFA 1500	Introduction to Digital Entertainment, Esports, & Game Development	
MATH 1001 or MATH 1101	Quantitative Skills and Reasoning (or higher) or Introduction to Mathematical Modeling	3
AREA E	Behavioral Science	3
		Credit Hours 15
Spring		
ENGL 1102	English Composition II (minimum grade of C)	3
Area B2	ITDS 1779 (2), LEAD 1705 (2), PERS 1506 (1; may be repeated with different topic), PERS 1507 (2)	2
AREA D	Lab Science	4
Area B1	COMM 1110 Public Speaking (recommended) or foreign language 1001, 1002, 2001, 2002	3

HIST 2111 or HIST 2112	U. S. History to 1865 or U. S. History since 1865	3
Credit Hours		15
Second Year		
Fall		
POLS 1101	American Government	3
GFA 3000 or GFA 4000 level courses (minimum grade of C)		6
AREA C	Fine Arts	3
CPSC 1105	Introduction to Computing Principles and Technology ¹	3
Credit Hours		15
Spring		
AREA D	Science (No Lab)	3
AREA C	Humanities Course	3
AREA E	World Culture	3
GFA 3000 or GFA 4000 level courses (minimum grade of C)		6
Credit Hours		15
Total Credit Hours		60

¹ Recommended class but any math/science/tech class from Area D can be used here.

Admission Requirements

There are no program specific admission requirements.

Additional Program Requirements

There are no program specific academic regulations.