

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
Core IMPACTS Area : Institutional Priorities ¹		4-5
Choose one of the following communication options		3
COMM 1110	Public Speaking	
Foreign Language Course Options		
AMSL, ARAB, CHIN, FREN, GERM, GREK, ITAL, JAPN, KREN, LATIN, PORT, SPAN - 1001, 1002, 2001, 2002; SWAH - 1001, 1002.		
Take one of the following courses		1-2
ITDS 1779	Scholarship Across the Disciplines	
LEAD 1705	Introduction to Servant Leadership	
PERS 1506	Perspectives 1-hour	
PERS 1507	Perspectives 2-hour	
Core IMPACTS Area : Mathematics & Quantitative Skills ¹		3-7
DATA 1501	Introduction to Data Science	3
MATH 1001	Quantitative Skills and Reasoning	3
MATH 1101	Introduction to Mathematical Modeling	3
MATH 1111	College Algebra	3
MATH 1113	Pre-Calculus	4
MATH 1125	Applied Calculus	3
MATH 1131	Calculus with Analytic Geometry I	4
MATH 1132	Calculus with Analytic Geometry II	4
MATH 1165	Computer-Assisted Problem Solving	3
MATH 1401	Introduction to Statistics	3
MATH 1501	Calculus I	4
MATH 2125	Introduction to Discrete Mathematics	3
STAT 1401	Elementary Statistics	3
Core IMPACTS Area : Political Science and U.S. History		6
HIST 2111	U. S. History to 1865	3
or HIST 2112	U. S. History since 1865	
POLS 1101	American Government	3
Core IMPACTS Area : Arts, Humanities, and Ethics		6

Select one Fine Arts course		3
ARTH 1100	Art 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	
MUSC 1100	Music Appreciation	
THEA 1100	Theatre Appreciation	
ITDS 1145	Comparative Arts ²	
Select one Humanities course		3
ENGL 2111	World Literature I	
ENGL 2112	World Literature II	
ITDS 1155	The Western Intellectual Tradition	
ITDS 1774	Introduction to Digital Humanities	
PHIL 2010	Introduction to Philosophy	
ITDS 1145	Comparative Arts ²	
Core IMPACTS Area : Communicating in Writing		6
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
Core IMPACTS Area : Technology, Mathematics, and Sciences ^{1,3}		7-11
ANTH 1145	Human Origins	3
ASTR 1105	Descriptive Astronomy: The Solar System	3
ASTR 1106	Descriptive Astronomy: Stars and Galaxies	3
ASTR 1305	Descriptive Astronomy Lab	1
ATSC 1112	Understanding the Weather	3
ATSC 1112L	Understanding the Weather Lab	1
BIOL 1125	Contemporary Issues in Biology Non-Lab	3
BIOL 1215K	Introductory Biology	4
BIOL 1225K	Contemporary Issues in Biology with Lab	4
CHEM 1151 & 1151L	Survey of Chemistry I and Survey of Chemistry I Lab	4
CHEM 1152 & 1152L	Survey of Chemistry II and Survey of Chemistry II Lab	4
CHEM 1211 & 1211L	Principles of Chemistry I and Principles of Chemistry I Lab	4
CHEM 1212 & 1212L	Principles of Chemistry II and Principles of Chemistry II Lab	4
CPSC 1105	Introduction to Computing Principles and Technology	3
CPSC 1301K	Computer Science I	4
ENVS 1105	Environmental Studies	3
ENVS 1105L	Environmental Studies Laboratory	1
ENVS 1205K	Sustainability and the Environment	4
GEOG 2215	Introduction to the Geographic Information Systems	3
GEOL 1110	Natural Disasters: Our Hazardous Environment	3
GEOL 1121	Introductory Geoscience I: Physical Geology	3
GEOL 1121L	Introductory Geoscience I: Physical Geology Lab	1
GEOL 1122	Introductory Geo-sciences II: Historical Geology	3
GEOL 1322	Introductory Geo-sciences II: Historical Geology Lab	1
GEOL 2225	The Fossil Record	4
PHYS 1111 & PHYS 1311	Introductory Physics I and Introductory Physics I Lab	4

PHYS 1112 & PHYS 1312	Introductory Physics II and Introductory Physics II Lab	4
PHYS 1125	Physics of Color and Sound	3
PHYS 1325	Physics of Color and Sound Lab	1
PHYS 2211 & PHYS 2311	Principles of Physics I and Principles of Physics I Lab	4
PHYS 2212 & PHYS 2312	Principles of Physics II and Principles of Physics II Lab	4
Core IMPACTS Area : Social Sciences		6
Select one Behavioral Science course		
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		3
ANTH 1107	Discovering Archaeology	
ANTH 1105	Cultural Anthropology	
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	
ITDS 1156	Understanding Non-Western Cultures	
Core IMPACTS Total Hours		42

¹ The hours applied in the Institutional Priorities; Mathematics & Quantitative Skills; and Technology, Mathematics, and Sciences areas must add to 18 credit hours.

² ITDS 1145 Comparative Arts, though listed under both Fine Arts and Humanities, may be taken only once.

³ At least 4 of the credit hours in this area must be in a lab science course.

Code	Title	Credit Hours
Field of Study Requirements		
Core IMPACTS Total		42
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		60
Total Credit Hours		60

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
Social Science	Behavioral Science	3
Credit Hours		15
Spring		
ENGL 1102	English Composition II (minimum grade of C)	3
Institutional Priorities	ITDS 1779 (2), LEAD 1705 (2), PERS 1506 (1; may be repeated with different topic), PERS 1507 (2)	2
Technology, Mathematics, and Science	Lab Science	4
Institutional Priorities	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

Arts, Humanities, Fine Arts and Ethics		3
CPSC 1105	Introduction to Computing Principles and Technology ¹	3
Credit Hours		15
Spring		
Technology, Mathematics, and Science	Science (No Lab)	3
Arts, Humanities, and Ethics	Humanities Course	3
Social Science	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.