

FILM, TELEVISION AND MEDIA ARTS (FTM)

FTM 500. Production Fundamentals. 3 Credits.

This course provides a comprehensive introduction to the core principles and practices involved in the production process across various media industries, including film, television, and digital content. Topics include essential aspects such as pre-production planning, budgeting, scheduling, technical aspects of shooting, crew roles, and basic post-production techniques, with a focus on applying these fundamentals to real-world production scenarios and project development.

Prerequisites: None

Offered: Every year, Fall and Spring

FTM 501. Production Reconstruction. 3 Credits.

This class will teach and expand students' understanding of all aspects of prepping a feature film through lectures, experiential role-playing and weekly assignments. Students will analyze a produced film and will "recreate" all the steps to get into production including scheduling and budgeting through the use of industry standard software.

Prerequisites: None

Offered: Every year, Fall

FTM 502. Keys to the Production Office. 3 Credits.

Students gain an understanding of the day-to-day and week-to-week workflow in the Production Office from opening the office to the start of principal photography. Detailed "how to" information provides an overview of the full scope of the industry and functions as a map for Production Office operations, including how the office supports the process of creating a film or show, how to organize production files, deliver production reports and forms, and execute proper etiquette and protocols for daily tasks.

Prerequisites: None

Offered: Every year, Fall and Spring

FTM 503. Creative Development. 3 Credits.

Students learn to shape stories for the screen and gain a comprehensive understanding of concept development, dramatic structuring, character development and dialogue. They learn the mechanics involved in the development of new projects, including script coverage, sourcing material, script notes, creative meetings, packaging a project, and how to effectively navigate the development journey.

Prerequisites: None

Offered: Every year, Spring

FTM 505. Entertainment Law and Deal Making Practice. 3 Credits.

Students gain an overview of contemporary entertainment law in regards to production including options, contracts, negotiations, copyright, IP, and licensing. Topics covers include how a producer protects themselves legally, find representation, and how to close deals.

Prerequisites: None

FTM 508. Worldwide Sales, Marketing And Distribution. 3 Credits.

Students gain an overview of domestic and international sales and distribution, including insight into film festivals and markets, and the importance of an effective marketing campaign.

Prerequisites: None

FTM 510. Post-Production Workflow. 3 Credits.

Students gain an overview of post-production management including: staff roles and post production responsibilities, data storage and management, directors and authors rights and responsibilities to final cut, licensing, graphics and titling.

Prerequisites: None

FTM 511. Film Finance Models. 3 Credits.

This class is an overview of film, television and streaming finance models. Emphasis is on finance for the independent film market as well as productions involving the participation of major Hollywood production entities and/or broadcast and streaming platforms. Students create a finance model and business plan for a viable project.

Prerequisites: None

Offered: Every year, Spring

FTM 512. World Building and Creative Collaboration. 3 Credits.

In this course, students will narratively "build" a world that they develop as a group. World building is a powerful tool that writers use to imagine a fantastical world that requires a complexity of vision such as seen in Star Wars or in any film or show that creates a new narrative world such as "Breaking Bad." This practice also helps producers to understand how to think about what's "not on the page" in a script in regards to production, and how to realize the vision of the director.

Prerequisites: Take FTM 503

Offered: Every year, Spring

FTM 513. Mock Writer's Room. 3 Credits.

In this project-centered course, you will explore how a writers' room functions by breaking down an existing short story and adapting it into a one-hour pilot. Through interactive learning modules, collaborative in-class assignments and weekly presentation and feedback, you will gain first-hand experience of how a writers' room functions and experience the collaborative process of developing a TV episode from start to finish.

Prerequisites: None

Offered: Every year, Fall and Spring

FTM 514. Contemporary History of the Entertainment Industry. 3 Credits.

This course focuses on the complexities of the industry and examines the intersection of art and business in the modern technological era of Hollywood. Topics include the evolution of production practices, distribution and exhibition of media, the role of labor and unions, how new technologies have shaped the industry and what the future holds for Hollywood. Students will deliver a research paper on applicable topics.

Prerequisites: None

Offered: Every year, Spring

FTM 515. Showrunning for TV. 3 Credits.

How do TV shows get on the air? Students learn about and engage in the development process for a TV series or limited series. This class will also address what it takes to actually produce a show, and how to effectively lead as a showrunner.

Prerequisites: Take FTM 512 or FTM 516 or have instructor's permission.

Offered: Every year, Spring

FTM 516. Screenwriting Craft & Workshop. 3 Credits.

This course focuses on advanced screenwriting skills and techniques for feature films. Students will practice the rules of storytelling, dialogue, character development, and what makes a script actually sell.

Prerequisites: None

Offered: Every year, Fall and Spring

- FTM 517. Pilot Writing for Television. 3 Credits.**
 This course will focus on how to write a strong pilot script for a limited or returnable series for television/streaming.
Prerequisites: None
Offered: Every year, Fall
- FTM 518. Production Management. 3 Credits.**
 This course will cover the initial steps needed understand the workflow and responsibilities of Production Management. In this class, students will take a granular, deeper dive into tagging a script, scheduling, and budgeting. They will also learn in more detail what the AD department does on a film and how it works cohesively with production.
Prerequisites: Take FTM 501.
Offered: Every year, Fall and Spring
- FTM 519. Documentary and Impact Producing. 3 Credits.**
 This course is an in-depth exploration of documentary film and impact producing as an effective means to use storytelling for social change. Students will explore the current state of storytelling and documentary forms, learn to map out the social and cultural ecosystems that must be researched, engaged, and navigated for success, and how to break through the crowded media landscape to find, affect, and motivate audiences with impact.
Prerequisites: None
Offered: Every year, Spring
- FTM 520. Line Producing. 3 Credits.**
 Building on the foundational work students have learned in FTM 501, this class does a deeper dive into line producing skills including a strong emphasis on budgeting techniques and strategies, working with heads of departments and producers, and managing relationships and a budget throughout production.
Prerequisites: Take FTM 501.
Offered: Every year, Fall and Spring
- FTM 524. The Studio At QU. 3 Credits.**
 The Studio at Quinnipiac University is a student-run development and production studio that focuses on commercials, PSA's, documentaries, creative development, and films for real-world clients.
Prerequisites: None
Offered: Every year, Fall and Spring
- FTM 526. Creative Producing. 3 Credits.**
 This course is an in-depth exploration of the role of the creative producer. Through case studies, industry guest lectures, and hands-on projects, students will gain practical knowledge of development, financing, packaging, production, and distribution. The course emphasizes the producer's creative and managerial responsibilities, examining strategies for assembling talent, crafting compelling stories, and navigating the business landscape of entertainment
Prerequisites: None
Offered: Every year, Fall and Spring
- FTM 550. Special Topics in Cinematic Production Management. 3 Credits.**
 This course examines a specific topic or issue in production. Topics might focus on specific practice areas such as emerging technologies, or on industry issues and trends, such as the uses and impact of gaming platforms for virtual production pipelines, or the integrative relationship of talent management to production practices. Students may use this course to investigate a cross-listed course in a department such as Game Design, Talent Management, Public Relations, Business.
Prerequisites: None
Offered: As needed
- FTM 560. Production Practicum. 1 Credit.**
 This course provides one-credit master workshops or classes on specific rotating and relevant topics in film producing, directing, AI, virtual production, casting, production management, VFX, etc. It broadens the practical hands-on education and expertise of students by providing valuable, real-world-master class targeted opportunities from successful professionals working in the field.
Prerequisites: None
Offered: As needed
- FTM 601. Graduate Thesis. 6 Credits.**
 Students create a viable pitch package with supporting production management materials, or engage in a collaborative production-based project with specified parameters.
Prerequisites: None
Offered: Summer
- FTM 602. Production Internship/Apprenticeship. 3 Credits.**
 Students seek and are engaged by a commercial, theatrical, episodic television or documentary for a professional production placement. Students must complete a minimum number of work hours as well as a reflection paper. Program director approval required.
Prerequisites: None
Offered: As needed