

# Media Arts, A.S.

HEGIS: 5008.00

PROGRAM CODE: 81224

PROGRAM DIRECTOR: Prof. John Acosta

DEPARTMENT: COMMUNICATIONS AND PERFORMING ARTS

The Media Arts AS degree is designed to provide students with the required foundation and skills for careers in radio, television, film, and video. Courses prepare students to effectively research and write for electronic media, and include hands-on studio experiences in media technology, studio operations, digital audio/visual production, camera operation, and post-production editing software. The degree is designed to provide opportunity for transfer to baccalaureate programs or immediate entry into the field.

The curriculum presented here applies to students who started the major in Fall 2025 or Spring 2026. If you enrolled as a matriculant prior to that, please see the *College Catalog* for the year you started the major as a matriculant for the curriculum requirements that apply to you.

***Consultation with the Program Advisor is required.***

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## Degree Maps:

[Degree Map for Media Arts, A.S.](#)

Your Degree Map contains the suggested term-by-term course sequence for your academic path towards graduation.

To ensure successful and timely completion of your degree, it is recommended that you meet with your academic advisor to discuss your unique map.

Please note some courses *may* only be offered once an academic year.

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## Program Learning Outcomes:

Upon successful completion of the Media Arts degree program requirements, graduates will:

1. identify and define the terms, trends, theories, and technology in the areas of mass media (radio, television, film, communications, and emerging media).
2. evaluate evidence to produce critically written assessments that apply the appropriate professional standards of the field.
3. apply the technical and analytical skills required for radio station operation and podcasting.
4. produce multiple camera television studio programs and remote programs using single and multiple cameras.

5. apply the technical and analytical skills required for audio and video digital nonlinear editing and electronics news gathering/electronic field production.
  6. construct an e-portfolio that demonstrates creative and technical proficiency in digital media content and production in the 21st century.
  7. apply the cognitive apprenticeship technique of modeling, coaching and scaffolding as it applies to the areas of mass media (radio, television, film, and emerging media).
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## **College Requirements:**

English and Math proficient as determined by the CUNY Proficiency Index, unless otherwise exempt, or successful completion of any required developmental course(s).

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## **Civic Engagement Experiences:**

One (1) Civic Engagement experience satisfied by Civic Engagement Certified or Civic Engagement Component course or approved outside activity.

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## **Writing Intensive Requirement:**

One (1) Writing Intensive Course in any discipline is required.

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## **Required Core (4 Courses, 12 Credits):**

**When Required Core Courses are specified for a category they are strongly suggested and/or required for the major**

\*Note: You may elect to take a math or science course that is 4 credits or more. TAP counts 3 credits towards the requirements and the 4<sup>th</sup> credit as an elective.

- ENG 1200 - Composition I 3 Credit(s)
  - ENG 2400 - Composition II 3 Credit(s)
  - **Mathematical & Quantitative Reasoning Course 3 Credit(s) \***
  - **Life & Physical Sciences Course 3 Credit(s) \***
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## **Flexible Core (6 Courses, 18 Credits):**

One course from each Group A to E. **and** one (1) additional course from any Group.  
**No more than two courses can be selected from the same discipline**

A. World Cultures and Global Issues Designated Course

B. U.S. Experience in its Diversity Designated Course

### C. Creative Expression Designated Course

- MCF 4000 - Film: The Creative Medium 3 Credit(s)

### D. Individual and Society Designated Course

- MCM 3000 - Mass Media 3 Credit(s)

### E. Scientific World Designated Course\*

\* Note: You may elect to take a math or science course that is 4 credits or more. TAP counts 3 credits towards the requirements and the 4th credit as an elective.

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## **Major Requirements (10 Courses, 29 Credits):**

- MCB 3900 - Radio Studio Operations 3 Credit(s)
- MCB 4100 - Television Studio Production 3 Credit(s)
- MCB 4600 - Media Technology 3 Credit(s)
- MCB 4900 - Media Production and Editing 3 Credit(s)
- MCB 5000 - Writing for the Electronic Media 3 Credit(s)
- MCB 5200 - Video Editing with Media Composer 2 Credit(s)
- MCM 3000 - Mass Media 3 Credit(s)
- MCF 4000 - Film: The Creative Medium 3 Credit(s)

### Select from the following program electives (6 crs.):

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- MCB 4000 - Introduction to Pro Tools 3 Credit(s)
  - MCB 5100 - Advanced Media Production and Editing 3 Credit(s)
  - MCB 81XX - Independent Study 1-3 Credit(s)
  - MCB 82XX - Topical/Pilot Course 1 to 3 Credit(s)
  - MCB 92XX - Internship 3 Credit(s)
  - MCF 4300 - Film Genre 3 Credit(s)
  - MCF 4400 - Film and Society 3 Credit(s)
  - THA 4700 - Stage Management 3 Credit(s)
  - THA 5500 - Introduction to Theatre Design & Technology 3 Credit(s)
  - THA 5600 - Fundamentals of Theatrical Lighting 3 Credit(s)
  - THA 6000 - Introduction to Costume and Make-Up 3 Credit(s)
  - THA 6300 - Basic Sound Technology 3 Credit(s)
  - JRL 3100 - Basic Journalism 3 Credit(s)
  - ART 4900 - The Art of Storyboarding 3 Credit(s)
  - ENG 6500 - Literature and Film 3 Credit(s)
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## **Electives:**

1 to 10 credits sufficient to meet required total of 60 credits. **If Elective credit is available, it is HIGHLY Recommended that students select additional courses from the Program Electives.**

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## **Notes:**

This program is designed to ready students for entry into the media industries, and because of the physically demanding nature of media production, emphasis is placed on safe and proper set-up and operation of equipment. Specific physical abilities are required to fulfill needed tasks:

- Gross motor skills sufficient to lift, sit and stand for long periods, and mobility sufficient to bend, kneel, squat, reach, and carry 10-40 lbs of equipment above waist height (includes lifting and carrying 10-40 lb cases of audio/visual equipment; lifting this equipment to required heights; and standing for multiple hours in-studio or on location during production).
- Abilities sufficient to receive, interpret, and communicate information in an accurate, timely and efficient manner (includes headset communications during productions, ability to read broadcast copy on-air; ability to read from a teleprompter, ability to rewrite wire copy).
- Visual acuity sufficient to perceive and manipulate computer displays – both with a mouse and by touch-screen. Eye-hand coordination and fine motor skills to operate various equipment (includes using audio/video editing software, manipulating fine dials, buttons and switches on cameras, microphones, and audio and video consoles).

If you feel you are unable to perform one or more of these functions, please consult with Access-Ability Services, D-205, by email ([AAS@kbcc.cuny.edu](mailto:AAS@kbcc.cuny.edu)) or by phone (718-368-5175), to determine whether a reasonable accommodation can be provided. Determination is made on an individual basis as to whether or not necessary accommodations or modifications can be made reasonably.

**Total Credits: 60**