Radio, Television, and Digital Media

The School of Media Arts offers undergraduate programs in Radio, Television, and Digital Media and in Cinema.

The BA in Radio, Television, and Digital Media prepares students for positions in the communications sector. The program combines practical and analytical study in producing television, video, animation, audio and radio, together with electronic journalism, the global media industries, the music business, and research on traditional and emerging media.

All Radio, Television, and Digital Media majors are required to maintain an overall 2.0 grade point average in the major. If a Radio, Television, and Digital Media student does not achieve a 2.0 grade point average in the major in any one semester, that student is subject to school warning. Students who are on departmental warning and do not earn an overall 2.0 grade point average in Radio, Television, and Digital Media courses in a subsequent semester will be placed in a status of program dismissal. A student who has been placed on program dismissal may seek transfer to another University program if the student has an overall SIU Carbondale grade point average of 2.0. A dismissed student may appeal to the School Undergraduate Committee for reinstatement into the program.

Enrollment in Radio, Television, and Digital Media courses may be canceled for students who do not attend the initial class session of the semester. Fees will be assessed for supplies and materials in some courses. Students should inquire about fee amounts before registering.

All students in the Radio, Television, and Digital Media major take a two semester sequence of foundation courses in the School of Media Arts. These courses offer a time for exploration and discovery as students develop their creative process, critical thinking, communication, and collaboration skills. The foundation courses immerse students in the making of media arts, as well as media arts history and theory resulting in the development of a critical practice as students learn to better reflect on their studio work. The foundation curriculum provides a rigorous and exciting course of study, exposing students to a range of art, design and media practices which will be the foundational support for their entire education and their creative life after graduation.

Each student enrolled in the Radio, Television, and Digital Media program must declare a specialization in one of the areas described below before progressing to any Radio, Television, and Digital Media course beyond the foundation courses.

1. Radio, Television, and Digital Media (RTD) students must receive a grade of B or better in ENGL 101 (LING 101) and ENGL 102 (LING 102). If an RTD student does not receive a grade of B or better in these courses, they will need to take ENGL 290, ENGL 291, or ENGL 300 and receive a grade of C or better.

2. Students must receive a grade of C or better in the foundation courses before taking any other RTD courses.

3. Grades of C or better are required in all Radio, Television, and Digital Media courses in order to count towards the major or minor and to satisfy prerequisite requirements.

Transfer students must complete a minimum of 21 credit hours in Radio, Television, and Digital Media courses at the University to earn a degree.

Bachelor of Arts (B.A.) in Radio, Television, and Digital Media Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
Language Requirement - Foreign language or approved substitute	6
Requirements for Major in Radio, Television, and Digital Media	39
School of Media Arts Foundation Courses	18

Degree Requirements	Credit Hours
CIN 201, CIN 202, CIN 241, CIN 242, CIN 261, CIN 262	
Approved specialization coursework	21
Minor in Related Area	15
General Electives	21
Total	120

Digital Media Arts and Animation Specialization

In the Digital Media Arts and Animation specialization, students choose courses on digital art creation, creative storytelling, and computer animation. Digital media artists write, design, and create computer animation, games, digital audio and video for delivery across an array of media platforms. Through innovative forms and methods, students in the Digital Media Arts and Animation specialization are able to creatively explore and critically comment on the arts, content, media theories, and technologies that are shaping the future of media.

Required courses (12 credit hours):

- RTD 378 Writing for Game Production
- RTD 382 Digital Character Animation I
- RTD 487 3D Animation I: Modeling
- RTD 488 3D Animation II: Animation & Visual EFX

Elective Courses: choose three of the following courses (9 credit hours):

- RTD 331 Digital Graphics Foundations
- RTD 461 Visual Effects in Post
- RTD 478 Game Narratives
- RTD 490 3D Animation III: Production Studio
- CIN 201 Media Arts Practice I
- CIN 454 Approaches for the Animation Stand
- CIN 470A Advanced Topics Cinema Studies

Electronic Sports Media Specialization

Students in the Electronic Sports Media specialization learn the fundamentals of live event video production including site surveys, planning, producing and directing a variety of sporting events. Students work together to produce sports oriented and game telecasts.

Required courses:

- RTD 321 Sports, Media and Society
- RTD 379 Sports Venue Production
- RTD 479 Multi-Camera Field Production
- *Plus nine hours of Radio, Television, & Digital Media Electives*

Radio/Audio Production Specialization

Students in the Radio/Audio Production specialization develop their creative talents inside learning environments that unify critical listening and recording fundamentals from a wide variety of professional, artistic and historical viewpoints. Courses in the Audio Arts range from the commercial audio industries, sound and moving image and special topics courses in sound art and documentary radio. With the aid of our talented faculty, students learn to create and exhibit their projects on today's technology by using our professional studios and computer labs.

Required Courses:

- RTD 3____ (3 hours) (approved 300 level)
- RTD 3____ (3 hours) (approved 300 level)
- RTD 3____ (3 hours) (approved 300 level)
- RTD 4____ (3 hours) (approved 400 level)
- *Plus 9 hours of Radio, Television, & Digital Media Electives*

Television/Video Production Specialization

Students who study Television/Video Production at SIUC learn how to light, shoot and edit professionally, and how to tell compelling stories that make contact with audiences. Courses in field and studio use state-of-the-art equipment to prepare students to take positions in the industry, and students have the opportunity to gain professional experience by working with WSIU Public Broadcasting. Post-production facilities include a full complement of editing and multimedia software, allowing student producers to bring their imaginations to life.

Required Courses:

- RTD 341 (3 hours) Television in the United States
- RTD 365A (3 hours) Single Camera Field Production
- RTD 4___ (3 hours) (approved 400 level)
- *Plus twelve hours of Radio, Television, & Digital Media Electives*

Animation and Game Design Minor

The School of Media Art's Animation & Game Design minor program equips students with the creative and technical skills required to thrive in the burgeoning fields of animation and game design. Through a curriculum blending artistry and technology, students will master industry-standard software, develop compelling narratives, and craft immersive gaming experiences. Learning outcomes include the ability to create visually stunning animations, design interactive games, and understand the principles of storytelling in these media.

Requirements:

RTD 332: Introduction to Animation & Game Design
Choose one media arts studies course:
CIN 349: The Cinema
CIN 354I: Mass Media Culture & American Studies
CIN 261: New Media Now
CIN 262: New Media Then
CIN 441: History of New Media
CIN 451: Writing the Short Film

Choose three media arts production courses:
RTD 331: Digital Graphics Foundations
RTD 378: Writing for Game Production
RTD 382: 2D Character Animation
CIN 454: Approaches to the Animation Stand
RTD 478 Game Narratives

RTD 487: 3D Animation I
RTD 488: 3D Animation II
RTD 490: 3D Animation III

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