The Master of Arts in Film and Media provides an in-depth curriculum designed to develop skill sets required to succeed in the film, television, and media industries. Students are exposed to the latest technology, taught the most current financial and distribution strategies, and explore a range of storytelling techniques. The program emphasizes experiential learning and focuses on the latest trends and advances in the entertainment industry. All courses balance practice with theory and are taught by successful creators and executives in the film, television, and media world. The program has been specifically designed to keep up with constant advances in technology, ideas, and trends, both practical and aesthetic.

Courses and workshops feature current case studies that help expose students to the latest tools, equipment, and resources in specific fields. The Johns Hopkins MA in Film and Media brings the industry to Baltimore, as our students grow their professional network while creating a two-way bridge between the local burgeoning film scene and the industry hubs in Los Angeles, New York, and abroad. Courses are held at the JHU/MICA Film Center, Baltimore's film studio and recording center in the Station North Arts and Entertainment District.

Students must choose two concentrations from the fields of Business of Film, Sound Design, Writing, and Immersive Storytelling & Emerging Technology. While they specialize in two of these tracks, students acquire hands-on experience in developing, shooting, editing, and marketing original film, television, and digital short-form content in the Graduate Filmmaking Studio.

Admissions Criteria for all Advanced Academic Programs (https://e-catalogue.jhu.edu/arts-sciences/advanced-academic-programs/enrollment-services/admission/)

PROGRAM REQUIREMENTS

- Three required core courses
- Select two concentrations and complete four courses under each grouping

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**Concentration: Immersive Storytelling and Emerging Technologies**

Core Courses - Customizable

Select four of the following:

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<tr>
<td>AS.455.643</td>
<td>The Future of Cinematic Gaming</td>
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<td>Virtual Production: A New Era of Filmmaking</td>
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