

A.S. in Media Arts

DESCRIPTION OF THE MEDIA ARTS PROGRAM

The associate degree in Media Arts (A.S.) is designed to ready students for immediate entry into media, broadcasting and its allied fields, or to transfer to many outstanding four-year programs with various specializations. Students can focus on studio operations, television, recording, radio or media performance.

The program (Associate of Science) provides knowledge and tangible skills including but not limited to: knowledge in mass media productions; production processed for film, radio, television, and internet; as well as marketing research and demographics. Students learn how to use audio and video equipment and editing software programs; demonstrate knowledge of media research methods; demonstrate ability to produce competent written material for specific mass media uses; and demonstrate ability to produce public service announcements.

Media majors are encouraged to become active at WKRB-FM or with KCC Television.

SKILLS

Communication skills. Technicians need to communicate with supervisors and coworkers to ensure that clients' needs are met and that equipment is set up properly before broadcasts, live performances, and presentations.

Computer skills. Film and video editors must use sophisticated editing software.

Creativity. Film and video editors and camera operators should be able to imagine what the result of their filming or editing will look like to an audience.

CAREER INFORMATION

Broadcast and sound engineering technicians set up, operate, and maintain the electrical equipment for radio programs, television broadcasts, concerts, sound recordings, and movies.

Film and video editors and camera operators manipulate images that entertain or inform an audience. Camera operators capture a wide range of material for TV shows, movies, and other media. Editors arrange footage shot by camera operators and collaborate with producers and directors to create the final content.

EMPLOYMENT OUTLOOK

Overall employment of broadcast and sound engineering technicians is projected to grow 8 percent from 2018 to 2028, faster than the average for all occupations.

Employment of film and video editors is projected to grow 14 percent from 2018 to 2028, much faster than the average for all occupations.

Employment of camera operators is projected to grow 8 percent from 2018 to 2028, faster than the average for all occupations.

CAREER PATH

Broadcast and sound engineering technicians typically need postsecondary education. Depending on the work they do, they may need either a postsecondary non-degree award or an associate's degree. The median annual wage for broadcast and sound engineering technicians was \$43,660 in May 2018.

Film and video editors and camera operators typically need a bachelor's degree in a field related to film or broadcasting. The median annual wage for camera operators, television, video, and motion picture was \$54,570 in May 2018.

CAREER COACH – SEARCH CAREER INFORMATION & CURRENT LOCAL WAGE DATA

<https://kingsborough.emsicc.com/programs/media-arts-as/190619>

INFORMATION ON HOW TO APPLY: www.cuny.edu/apply or 718-368-4600

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