

Film and Moving Image



Career Pathways

School of Design

Overview:

The Film and Moving Image program is structured to give students a broad understanding of the film and video industry and its history, while also giving students the in-depth technical expertise through hands-on experience. Students choose from two distinct tracks, cinematography/editing and producing/writing.

Graduates of the Department emerge as flexible and capable practitioners of filmmaking- be it on film, digital media, or the next emerging format - who can work both alone as self-starters or collaboratively in groups. The development of a portfolio of work for distribution in a variety of current media outlets is a requirement of the program.

Acquired Skills MOST Valued by Employers:

- Create Films and Other Moving Image Projects
 - Write Film and Moving Image Proposals/Screenplays
 - Navigate the Business of Film
 - Career & Self Development
 - Communication
 - Critical Thinking
 - Equity & Inclusion
 - Leadership
 - Professionalism
 - Teamwork
 - Technology
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Common Pathways:

- Producer
 - Director
 - Cinematography
 - Sound Mixer/Designer
 - Editor
 - Post-Production
 - Motion Graphics Artists
 - Writing
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Please note that some of these pathways require an advanced post bachelor's degree

Common Industries:

- Webcasting services and technology
 - Private industry
 - Education
 - Nonprofit organizations
 - Large retail stores
 - Government agencies
 - Freelance or private video production companies or videographers
 - Public relations firms
 - Marketing agencies
 - Advertising agencies
 - Social media management companies
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Sample of Employers of Stevenson University Students:

- Midnight Crew Studios
- Blackout Film LLC
- Renegade Productions
- Sirens Media
- Stanley Black & Decker
- Digital Cave Media
- Amazon Studios
- Netflix's House of Cards
- Johns Hopkins University
- ColorLab
- Creative Video of Washington
- T. Rowe Price
- Storyfarm
- MediaMax Online
- Immune Deficiency Foundation

Internship Sites for Stevenson Students:

- Twentieth Century Fox TV
- Renegade Productions
- DC Camera
- Radio One
- Under Armour
- Baltimore Orioles
- ColorLab
- AM Films
- Shiloh Baptist Church Performing Arts Summer Camp
- Creative Alliance
- Pro-Sound Services
- Maryland Public Television
- Voice of America
- Brilliant Films
- E Video Productions

Graduate Schools Attended by Stevenson Alumni:

- University of Southern California (USC)
- Maryland Institute College of Art (MICA)

An Employer's Perspective:

The importance of video is growing exponentially in the business world as companies search for ways to better communicate with customers and employees and build a corporate brand. As technology improves it is becoming more cost-effective for businesses to incorporate video into their employee and customer training, marketing, and client relationships. Not only is there a higher demand for video production, but the shelf-life of the work is much shorter which creates a greater need for new content to be created at a rapid pace.

In-depth knowledge of equipment and software for the variety of job roles is extremely important for graduating professionals. With ever-changing technologies it is important that students both learn the history of the industry and stay in touch with current trends in technology.

Salaries:

Salaries are dependent upon the industry, level of position, and geographical region. A few good resources for researching salaries of specific jobs within this particular industry: <http://www.bls.gov/ooh/media-and-communication/film-and-video-editors-and-camera-operators.htm> and <http://www.bls.gov/ooh/media-and-communication/broadcast-and-sound-engineering-technicians.htm>

