

GFA 4000: Film, Television, & Digital Entertainment Apprenticeship

6 Credit Hours

Prerequisite: (GFA 1000 or GFA 1040) AND (GFA 2010 or GFA 2020 or GFA 2030 or GFA 2040 or GFA 2050 or GFA 2060 or GFA 2070 or GFA 2080 or GFA 2140 or GFA 2310 or GFA 3010 or GFA 3020 or GFA 3040 or GFA 3070 or GFA 3080 or GFA 3140 or GFA 3310)

Students develop the practical skills and fundamental knowledge for entry-level job positions in professional film and television productions or esports and game development industries through hands-on experience when placed in a dedicated craft-specific apprenticeship. The apprenticeship placement will be in conjunction with the student's certification pathway: "Film & Television Production," "Film & Television Post-Production," or "Digital Entertainment, Esports & Game Development." Students document their acquired knowledge through journals and reports. The course emphasizes career development through networking opportunities, guest speakers, creation of resumes and portfolios, OSHA-certified safety training, career research, and job search techniques in required asynchronous weekly lessons that include required readings, written assignments, tests and other individual activities. Because of the compressed and sometimes unusual scheduling nature of film production and digital entertainment industries, students must have flexibility in their own schedules to be able to work on these projects. To be selected to participate in an apprenticeship, a student must commit to working, as scheduled, the full term of the project and must follow all professional standards. Students who cannot meet those standards will not be permitted to continue on the project.

Notes: This course is managed through the cooperative academic agreement known as the Georgia Film Academy.