

## English/Film Studies 312: Cinema and Digital Culture Spring 2021

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### COURSE DESCRIPTION:

From cinema to smart phones, and more recently, augmented reality games, the multimedia context of contemporary life is rapidly changing. From the late 19th century kinoscope to the 21st century iPhone, moving image culture has, in fact, never stopped reinventing or creating itself anew. This course provides a general introduction to the study of moving image culture in the digital age.

We will examine the nature of the digital from a variety of perspectives: technological, economic, and social. However, our primary approach will be cultural and aesthetic. Namely, we will look at how "new media," such as digital cinema, virtual reality, video games, and the "World Wide Web," refashion earlier forms such as film and television, as well as how these latter are, themselves, influenced by emerging media. In addition to studying critical, historical and theoretical texts on cinema and digital technologies, we will consider the place of the Self within the context of digital media. Class discussions will focus on readings, film and media viewings, and web visits.

This class also counts towards the major and minor in [Film Studies](#), as well as the [Media, Cinema, and Digital Studies](#) track in English. It also counts towards the *new* [Business of Media and Film Studies](#) and the [Digital Arts and Culture](#) certificates.

### TEXTS AND SCREENINGS

There are no required textbooks. All course readings will be available on Canvas. A students will be able to choose from a wide variety of screening titles (films, TV shows) available through Streaming sites like Amazon Prime, Criterion, Hulu, Netflix, YouTube or UWM Media Library.

**Online Schedule Format** - The course is largely 'asynchronous.' You have the freedom to post at any hour, as long as you meet the weekly deadlines (listed in course schedule).

### Course Breakdown – General Topics

Unit 1: New Technologies: Production & Culture

Unit 2: Digital Cinema: DV Realism & Special Effects

Unit 3: New Forms: VR & Video Games

Unit 4: Self, Other & Digital Media: from Social Networking to Culture Jamming