ARTHIS/ENG/FILMSTD 111: Introduction to Entertainment Arts: Film, TV, Digital Media
Summer 2018—Online, Gilberto Blasini

Art History/English/Film Studies 111 offers a general introduction to the critical study of film, television, and the internet. While examining each technology individually we will also work in a state of persistent comparison, endeavoring to comprehend media culture as a larger phenomenon. There are no prerequisites for this course and you are therefore not expected to have any prior knowledge of media studies. We will begin with the premise that film, television, and new media offer much more than “entertainment” and, accordingly, studying these forms is a serious undertaking requiring rigor and diligence. This course satisfies the General Education Requirement in the Humanities. Art History/English/Film Studies 111 counts as an intermediate-level course in the Film Studies BA.

ENG/FILMSTD 290: Introduction to Film Studies
Summer 2018 - Online, Zach Finch

This course introduces students to the basics of film analysis, cinematic formal elements, genre, and narrative structure and helps students develop the skills to recognize, analyze, describe and enjoy film as an art and entertainment form. To understand how films are constructed to make meaning and engage audiences, students will be introduced to the basic “building blocks” and formal elements (narrative, mise-en-scene, cinematography, sound and editing) that make up the film as well as some fundamental principles of analysis, genre, style, performance and storytelling. This course satisfies the General Education Requirement in the Humanities. English/Film Studies 290 counts as a core requirement for the Film Studies BA, the Film Studies minor, and the Business of Media and Film Studies Certificate.
Films may include: *Time Code*, *Matrix*, *Avatar*. ENG/FILMSTD 312 fulfills an upper division elective for the Film Studies major, minor, and Business of Media and Film Studies Certificate.

From cinema to cell phones, the multimedia context of contemporary life is rapidly changing. From the late 19th century kinetoscope 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 critical study of motion pictures in relation to digital media. 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 photography, video games, virtual reality, 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 new technologies, we will consider the place of the Self within the context of new media.