

FILM AND MEDIA

Departmental Notes

Subject Code for Animation: **ANIM**

Subject Code for Film and Media: **FILM**

Subject Code for Media and Performance Production: **MAPP**

World Wide Web Address: <http://www.queensu.ca/filmandmedia/>

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Overview

In the Queen's Department of Film and Media you will examine modern forms of film, video, television, and emerging varieties of digital culture. You will study the forces that have shaped film and media communication, explore the history and theory of film production, and engage directly in the production of film and video. We offer Film Major, General/Minor, and Joint Honours plans. For students interested in collaboration between the fields of drama and film, there is a Specialization Plan in Media and Performance Production (MAPP), and between the fields of computing and film, there is a Specialization Plan in Computing and the Creative Arts (COCA) with a Film sub-plan (COFI). The department also offers a Certificate in Animation Theory and Practice.

Departmental Policies

Screenings

All courses include the screening of films or video material during laboratory periods.

Production Costs

Courses involving film or video production may entail materials and processing expenses not covered by the University tuition fee. A student interested in such a course is advised to consult the instructor regarding the extra costs that must be anticipated. FILM 250 has a mandatory course fee of \$325.00.

Enrolment Limitation

Because of student demand for a limited number of spaces, a grade of B- in 100-level FILM courses *may not be sufficient* to merit entry into FILM 206, FILM 216, FILM 217, FILM 218, FILM 226, FILM 236 or FILM 250, hence into a concentration in FILM or MAPP or COFI. Priority for admission to upper-year courses is determined by overall average in Film and Media courses including grades in prerequisite courses, and following Academic Regulation ([https://queensu-ca-public.courseleaf.com/arts-science/academic-regulations/#text\)2](https://queensu-ca-public.courseleaf.com/arts-science/academic-regulations/#text)2), *Enrolment and Registration Priorities*.

Faculty

For more information, please visit: <https://www.queensu.ca/filmandmedia/faculty-and-staff/faculty-and-staff-contact-information> (<https://www.queensu.ca/filmandmedia/faculty-and-staff/faculty-and-staff-contact-information/>)

- Sojung Bahng
- Karine Bertrand
- Philippe Gauthier
- Adonay Guerrero Cortés
- Mél Hogan
- Alex Jansen
- Gary Kibbins
- Susan Lord
- Scott MacKenzie
- Gabriel Menotti
- Ali Na
- Dorit Naaman
- Jenn Norton
- Weixian Pan
- Emily Pelstring



- Ian Robinson
- Dan Vena

Specializations

- Computing and the Creative Arts – Specialization (Arts) – Bachelor of Arts (Honours) (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/computing-creative-arts-specialization-arts-ba-honours/>)
- Media and Performance Production – Specialization (Arts) – Bachelor of Arts (Honours) (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/media-performance-production-specialization-arts-ba-honours/>)

Major

- Film and Media – Major (Arts) – Bachelor of Arts (Honours) (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/film-media-major-arts-ba-honours/>)

Joint Honours

- Film and Media – Joint Honours (Arts) – Bachelor of Arts (Honours) (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/film-media-medial-arts-ba-honours/>)

General/Minor

- Film and Media – General (Arts) – Bachelor of Arts (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/film-media-general-arts-ba/>)
- Film and Media – Minor (Arts) (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/film-media-minor-arts/>)

Certificates

- Animation Theory and Practice Certificate (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/animation-theory-and-practice-certificate/>)
- Media Studies Certificate (<https://queensu-ca-public.courseleaf.com/arts-science/schools-departments-programs/film-media/media-studies-certificate/>)

Courses

Animation (ANIM)

ANIM 200 Introduction to Animation Units: 3.00

This course offers a historical overview of animation practices and an introduction to animation theory. The course covers key developments in independent and commercial animation since the birth of the form and offers critical engagement with emerging voices in the field of animation studies.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Devise research methods informed by understanding of animation techniques and history.
2. Develop skills in fundamental techniques of animation.
3. Engage in animation criticism informed by historical knowledge and exposure to the most recent achievements in the field.
4. Understand techniques and principles germane to the illusion of movement.
5. Investigate topics of interest within animation history.

ANIM 201 Animation Festival Programming Units: 3.00

This experiential learning course takes students on a field trip to North America's largest animation festival, the Ottawa International Animation Festival, as a case study in September. Following the trip, the students will conceptualize, develop, curate, and execute their own small student-run animation festival.

NOTE Field Trip: estimated cost \$400.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 108 (12 Lecture, 48 Group Learning, 24 Off-Campus Activity, 24 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM, MAPP, or COFI Plan) or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Work with a large team in committees to curate a small film festival from start to finish.
2. Communicate in a professional manner with invited artists and audiences.
3. Design and execute a public event, including marketing materials, in collaboration with a group.
4. Develop community engagement opportunities through targeted outreach initiatives.
5. Manage technical aspects of collecting and preparing works for public screening.

ANIM 400 Special Topics in Animation Units: 3.00

An advanced course in developing expertise through research and/or praxis in specialized areas of animation production and studies.

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Understand animation's complex status within the broader landscape of film and media through engagement with contemporary debates in animation studies and classroom dialogue.
2. Gain familiarity with the variety of cultures surrounding animated media through professional networking and experiential learning opportunities in the animation industry, festival circuit, and contemporary art venues.
3. Develop specific technical skills in traditional animation, 2D and 3D digital animation, and interactive technologies, through rigorous practice in filmmaking, multi-modal art-making and other forms of artistic inquiry employing specialised animation techniques and tools.
4. Engage in critical self-reflection and peer-critique through dialogue and writing, in an environment that encourages the use animation as a platform for discussion among peers.
5. Interrogate issues pertinent to the social context of animation production, such as labour conditions, economic contexts, transnational exchanges, race and gender representation and authorship through reading and analysis of animation history and studies texts.
6. Gain awareness of current and developing criticisms of established norms in the field, through reflective engagement with reclaimative and political artworks by next-generation, BIPOC, and LGBTQ+ voices in contemporary independent animation.



Film and Media (FILM)

FILM 104 Film Form and Modern Culture to 1970 Units: 3.00

Introduction to tools and methods of visual and aural analysis and to historical and social methods, with examples primarily from the history of cinema and other moving-image media to 1970.

NOTE Only offered at Bader College, UK.

Requirements: Prerequisite Registration at Bader College.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply key theoretical terms and concepts germane to film studies in film analysis.
2. Evaluate key passages in film and media text and construct film textual analysis.
3. Remember key moments in film history.
4. Remember key terms in film theory and criticism.
5. Understand critical and theoretical ideas from the development of film history.

FILM 106 Film Form and Modern Culture from 1970 Units: 3.00

Introduction to tools and methods of visual and aural analysis and to historical and social methods, with examples primarily from cinema and other moving-image media dating from 1970 to the present.

NOTE Only offered at Bader College, UK.

Learning Hours: 120 (36 Lecture, 24 Group Learning, 12

Online Activity, 48 Off-Campus Activity).

Requirements: Prerequisite Registration at Bader College.

Exclusion BADR 100/3.0.

Offering Faculty: Faculty of Arts and Science

FILM 110 Film, Media and Screen Cultures Units: 6.00

Introduction to analysis of film, television, new media and other related forms of contemporary culture. Includes classical and contemporary Hollywood cinema, Canadian film and television, and alternatives in international cinema. Course requirements include both written work and elementary projects on videotape.

Learning Hours: 216 (24 Lecture, 24 Laboratory, 36 Tutorial, 36 Practicum, 96 Private Study)

Requirements: Prerequisite None. Exclusion Maximum of 6.0 units from: FILM 110/6.0; FILM 111/3.0; FILM 112/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Observe, practice, and apply formal analysis to works of film and media.
2. Discuss the relationship between technology and culture and different modes of media.
3. Demonstrate an awareness of filmic language through application.
4. Examine the interplay between historical events and moving image culture.
5. Identify and practice filmic language (cinematography, mise-en-scène, editing, etc.).

FILM 111 Film, Media, and Screen Cultures: History and Aesthetics Units: 3.00

This course offers an introduction to global time-based media starting with the emergence of film in 1895, through the development of television, video, digital and online technologies, accounting for the historical, political, and technological contexts in which each medium emerged. In doing so, students will learn to recognize the aesthetics associated with each medium. From large visual landscapes in 70mm film to small interiors in TV sitcoms, to artificial worlds in video games - each medium develops an arsenal of forms and aesthetic norms capable of capturing the imagination. NOTE FILM 111 and FILM 112 together, are equivalent to FILM 110.

Learning Hours: 112 (36 Lecture, 12 Tutorial, 24 Practicum, 40 Private Study)

Requirements: Prerequisite None. Exclusion FILM 110/6.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate an understanding of the history of time-based media.
2. Summarize the technological and aesthetic uniqueness of global time-based media and its contextual specificity.
3. Develop academic and creative skills to engage, research, and write on topics in the field pertaining to history, form, and aesthetics.
4. Deploy the formal tools, terms, and definitions in the analysis of global time-based media.

FILM 112 Film, Media, and Screen Cultures: Theory and Practice Units: 3.00

This course offers an introduction to theoretical and critical approaches to global time-based media, focusing on the theories of film and media. Students will learn to identify an array of interpretive approaches (auteurism, structuralism, psychoanalysis, affect, postcolonialism, reception, algorithmic theory, material cultures) and apply such theories to the analysis of global time-based media. Students will pair these conversations with the process of creation, learning the production and circulation of time based-media in order to strengthen their own creative visual storytelling skills. NOTE FILM 111 and FILM 112 together, are equivalent to FILM 110.

Learning Hours: 112 (36 Lecture, 12 Tutorial, 24 Practicum, 40 Private Study)

Requirements: Prerequisite None. Exclusion FILM 110/6.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply the scope of theoretical and practical approaches to fields of film, media, and screen cultures.
2. Identify and apply production, circulation, creative, and reception methods of analysis for global time-based media.
3. Deploy creative visual storytelling skills alongside theoretical comprehension.
4. Examine the historical, social, political, psychological, and cultural implications of time-based media.



FILM 200 Introduction to Video Game Studies Units: 3.00

A survey course acquainting students with key concepts in video game studies and the basic methods of analysis. Exemplary works from the history of video games will be studied to introduce students to a series of themes pertinent to the ongoing theoretical and methodological development of video game studies.

Learning Hours: 108 (36 Lecture, 24 Online Activity, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (registration in a School of Computing Plan) or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Learn the major theories and schools of thought used to study video games.
2. Understand the commercial and organizational aspects of the video game industry.
3. Explore some of the cultural practices of video game players: who they are, why they play games, and how they organize themselves in communities that generate culture inside and outside their games.
4. Analyze the narrative strategies and genre approaches used in video games.
5. Gain a greater knowledge on how video games technology and video game mechanics are used to change people's behaviour.
6. Reflect critically on the various social issues concerning video games.

FILM 201 Transnational Media Units: 3.00

This course examines transnational media practices and routes of circulation. The course shall examine the political, social, aesthetic, cultural, and economic natures of transnational media and their relationship to questions of globalization from a media studies approach.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Practicum)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and discuss how transnational media responds to political, social and economic landscapes of this era.
2. Explain transnationalism as it relates to contemporary media.
3. Identify the cultural components of transnational media.
4. Critically evaluate and express questions relating to transnationalism and globalization.
5. Formulate an opinion or conclusion through the experience of giving and receiving critical peer feedback.

FILM 204 Introduction to Creative Industries Units: 3.00

A broad introduction and overview of different creative sectors with a focus on the current state of industry and future projections, presented through a specially curated series of in-depth discussions with key professionals.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and compare different creative sectors and examine how they intersect and overlap.
2. Demonstrate comprehension of the current challenges and opportunities within each sector.
3. Evaluate the roles and impacts of technology, cultural policy, and the global economy in shaping creative industries.
4. Analyze industry directions and career paths.
5. Practice networking and actively approaching professionals.

FILM 206 Academic Research and Writing Methods for Film and Media Units: 3.00

A series of interactive presentations and lectures instructing students in research methods, argumentative writing, and the design of effective audio-visual presentations.

Learning Hours: 108 (36 Lecture, 72 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI plan or (FILM 110/6.0 or FILM 111/3.0 and/or FILM 112/3.0 and permission of the Department). Exclusion FILM 207/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Practice rewarding academic and personal skills to better manage the demands of university through workshops and self-reflections.
2. Explain the difference between writing styles associated with film and media theory.
3. Use reading and writing strategies from film and media theory to craft an analytical research paper.
4. Incorporate audio-visual analysis of on-screen media into analytical research paper.
5. Develop academic skills to better manage the demands of university.

FILM 207 Writing Foundations for Film and Media Units: 3.00

This course cultivates effective reading, writing and presentation practices for pursuing the academic study of film and media within the Canadian University system. This course is geared towards all students but will attend to the unique challenges students face with English as an additional language. The end goal is to foster a community of inclusion and care that instructs students on how to handle academic stressors collectively.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department). Exclusion FILM 206/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Practice rewarding academic and personal skills to better manage the demands of university.
2. Identify and describe differences between writing styles associated with film and media studies.
3. Discuss how writing styles and language are impacted across contexts and cultures.
4. Utilize reading and writing strategies from film and media theory to craft analysis of moving images.
5. Cultivate academic ability to orally discuss and dissect moving images in a classroom setting.

**FILM 210 The Horror Film Units: 3.00**

This course examines the emergence and continuing popularity of the horror film from a global perspective. It explores the history and transformations of the genre and the ways in which the horror film has been mobilized in popular media to address larger cultural, political, and sociological issues.

Learning Hours: 108 (24 Lecture, 24 Laboratory, 12 Tutorial, 48 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Accurately describe the history of horror cinema, especially in relation to political, cultural, and global contexts.
2. Discuss recurrent trends in horror using key theoretical concepts as identified by notable scholars and practitioners in the field.
3. Critically explain how the formal properties and aesthetics of horror cinema have developed to generate affective responses.
4. Construct a robust appreciation of the diversity of horror cinema, especially as it pertains socio-political contexts.

FILM 214 Mobile Communications Units: 3.00

This course involves both media studies and production. Students will use their own mobile devices to complete a series of creative projects, while learning theoretical and practical aspects of mobile media communications.

Learning Hours: 108 (36 Lecture, 36 Online Activity, 36 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze the history and contemporary impact of new mobile connected consumer technologies on the creative industries and various industrial sectors.
2. Apply the principles and logic of coding to the use of visual programming tools to create interactive media.
3. Apply technical skills to using cloud tools for graphic design.
4. Comprehend the principles, contemporary theories, and techniques of mobile media design and develop an appreciation for the aesthetics of new media forms and mobile media genres.
5. Evaluate the new media marketplace within which mobile technologies are created, distributed, and adopted by digital publics.

FILM 215 Science Fiction Cinema Units: 3.00

This course examines the emergence and continuing popularity of the science fiction film from a global perspective. It explores the history and transformations of the genre and the ways in which science fiction film has been mobilized in popular media to address larger cultural, political, and sociological issues.

Learning Hours: 108 (24 Lecture, 24 Laboratory, 12 Tutorial, 48 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Review the history of Science Fiction Cinema in an historical context.
2. Articulate relationships between key concepts in the theoretical study of Science Fiction Cinema.
3. Compare re-current trends in Science Fiction Cinema across different cultural contexts.
4. Assess how the scientific discourse is mobilized in Science Fiction Cinema.
5. Break down the formal characteristics of Science Fiction Cinema.
6. Review Science Fiction Cinema in various historical forms and genres.

FILM 216 Historical Inquiry Units: 3.00

Introduction to historical research and analysis of narrative and other films. Examines works, from a range of periods and settings, and the conditions that shaped their production, circulation and reception.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Evaluate the validity and limitations of historical sources.
2. Communicate their understanding of film and history in both written and oral forms.
3. Explain how history shapes film form and content.
4. Conduct historical research using online and print sources.

FILM 217 Film Theory and History Units: 3.00

This course offers an overview of key aesthetic and theoretical movements that constructed and expanded the canon of film scholarship. Beginning with some of the earliest responses to filmmaking as an emergent artform, this course surveys foundational ideas that helped artists and scholars make sense of film as an artistic, cultural, and political product.

Learning Hours: 108 (24 Lecture, 24 Laboratory, 12 Tutorial, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify specific aesthetic and theoretical movements within film studies.
2. Describe the formal and theoretical properties of cinema, as well as its relation to shifting artistic, political, social, and cultural contexts.
3. Explain key concepts in film theory through written assignments.
4. Formulate connections across weeks and engage with new material with an inquisitive and attentive attitude.

**FILM 218 Media Theory and History Units: 3.00**

This course explores foundational theories, texts, and aesthetic movements that conceptualize and articulate the changing relationship between media and culture. The course also offers an overview of the history of print, broadcast, electronic, and digital media technologies and their social contexts.

Learning Hours: 108 (24 Lecture, 24 Laboratory, 12 Tutorial, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify specific aesthetic and theoretical movements that constructed and expanded the boundaries of media studies.
2. Describe the historical development of media technologies and their relations to political, social, and cultural contexts.
3. Explain key concepts in media theory through written assignments.
4. Critically evaluate major shifts in media movements and aesthetics.
5. Critically evaluate media theories and formulate an opinion or conclusion through the experience of giving and receiving critical peer feedback.

FILM 220 Animated Feature Films from Disney to Ghibli Units: 3.00

This course offers a historical, sociological, and theoretical framing and analysis of animated feature films produced by animation studios. The course will examine these beloved childhood classics as texts that are rich with ideological and political concerns.

Learning Hours: 108 (24 Lecture, 24 Laboratory, 12 Tutorial, 48 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate an understanding of the history of animated film in terms of key directors, studios, films, themes, and animation techniques.
2. Analyze animated feature films from social, historical, ideological, formal perspectives.
3. Identify and compare trends in animation from different studios and different historical and geographic contexts.
4. Recognize and apply key concepts in the historical and theoretical study of animation.
5. Understand contemporary debates about animation and children's popular culture and formulate original arguments and interpretations.

FILM 224 Introduction to Korean Media and Popular Culture Units: 3.00

This course explores Korea's diverse media and popular culture, including cinema, dramas, and K-Pop. It delves into Korea's socio-historical influence on media. Diverse, critical perspectives are presented through topics including cinema history, global dramas, K-Pop success (e.g., BTS), and the global impact of Hallyu (Korean wave).

Learning Hours: 108 (36 Lecture, 24 Tutorial, 48 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Comprehend Socio-Historical Context: Understand the intricate connections between Korean media and popular culture with the socio-historical factors that have shaped them, including significant events, societal changes, and cultural influences.
2. Cultivate Critical Analysis Skills: Develop advanced critical thinking skills to systematically analyze a wide range of Korean media forms, such as cinema, television dramas, and K-Pop. Evaluate these forms with a discerning eye, considering their cultural, artistic, and societal relevance and impact.
3. Evaluate Global Implications: Explore and assess the global reach and implications of the Hallyu (Korean Wave) phenomenon. Develop analytical tools to examine its socio-cultural and economic significance on a global scale, including its influence on other cultures and industries.
4. Foster Reflective Analysis: Practice reflective thinking to analyze how Korean media and popular culture intersect with your own life and experiences. Develop the ability to critically reflect on the influence of Korean media on personal beliefs, values, and perspectives.

FILM 225 The Comedy Film Units: 3.00

This course examines the emergence and continuing popularity of the comedy film from a global perspective. It explores the history and transformations of the genre and the ways in which comedy has been mobilized as a popular media to address larger cultural, political, and sociological issues.

Learning Hours: 108 (24 Lecture, 24 Laboratory, 12 Tutorial, 48 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Understand the history of the Comedy Film in a historical context.
2. Apply key concepts in the theoretical study of the Comedy Film.
3. Identify re-current trends in the Comedy Film across different cultural contexts.
4. Analyze how discomfort, awkwardness, and physical humour is mobilized in the Comedy Film.
5. Describe the forms of humour in Comedy Film.
6. Contextualize the use of humour in the Comedy Film across various historical forms and genres.

FILM 226 Critical Inquiry Units: 3.00

Textual analysis of narrative and other films, including examination of formal, aesthetic, and narrative techniques and conventions, and their production of meaning in social and political contexts.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate, orally and in writing, how road movies function as both a film genre and cultural form and how characters construct community, identity, and mobility in relation to place.
2. Compare, criticize, and analyze film sequences using film language.
3. Compose film reviews using the tools and theories seen in class.
4. Define and recognize the major film theories studied in class.

**FILM 236 Media and Cultural Studies Units: 3.00**

Introduction to cultural and social theory of film and other media as it relates to the tension between citizenship and consumerism. Examines roles, functions, and impact of mass media technologies, institutions, and practices in both scholarly and practical forms.

NOTE Also offered online, consult Arts and Science Online (Learning Hours may vary).

Learning Hours: 120 (36 Lecture, 24 Laboratory, 24 Online Activity, 36 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop knowledge of key developments of cultural technologies and their political, social and economic contexts of emergence, particularly as relates to issues of race, class, Indigeneity and gender.
2. Develop online and library research in scholarly publications, databases, archives.
3. Employ media theories and models of historical analysis from a cultural studies perspective (i.e. decoding advertising, performing ideology critique, producing feminist analysis, etc.).
4. Increase fluency in theoretical foundations of media studies and cultural studies.
5. Practice interpretation of media and cultural texts (advertising, television genres, cultural spectacle, etc.) in relation to social power and identity.
6. Understand the national and global circuits of production, distribution and consumption of media texts.

FILM 240 Media and Popular Culture Units: 3.00

This course on the dynamics between media and popular culture takes an interrogative approach. It is organized around a series of questions that will introduce students to a range of key concepts in media and mass communication studies, with the goal of providing a theoretical structure to support critical analysis of contemporary cultural trends.

NOTE Also offered online, consult Arts and Science Online (Learning Hours may vary).

Learning Hours: 108 (36 Lecture, 36 Online Activity, 36 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate relationships between specific concepts from the major theories and schools of thought used to study popular culture.
2. Develop original thoughts to answer fundamental questions such as what is popular culture, how is it made and how does it affect us, what are its functions and the relations of power surrounding it.
3. Develop critical perspectives on media and popular culture through written analysis of a particular issue.
4. Judge different forms of popular culture and explore how various social/artistic expressions gain mass popularity.

FILM 250 Fundamentals of Media Production Units: 3.00

An introductory course to media production. Topics will cover basic camera operations, visual composition, editing, sound, and lighting techniques. Students will work in teams to accomplish a series of short film productions.

NOTE Production Supplies: estimated cost \$325.

Learning Hours: 216 (48 Lecture, 24 Laboratory, 60 Group Learning, 24 Online Activity, 60 Private Study)

Requirements: Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate an understanding of digital media formats, their technical properties, and usage through practical activities.
2. Demonstrating knowledge in the usage of basic production and post-production tools.
3. Implementing the basics of structuring, planning, producing, and revising in creative media project.
4. Implementing the fundamentals of film language and conventions of audiovisual storytelling in a creative project.
5. Utilize knowledge of media history and theory toward the critique of student media projects.

FILM 257 Film and Media Concept Development Units: 3.00

This course will explore the methods of film/media-related work that precedes pre-production, including the elaboration of primary concepts and ideas, research, and script development. The student will learn how to engage in research which is relevant, and how to develop primary concepts into workable scripts or project designs.

NOTE This course is the prerequisite for FILM 312:

Screenwriting.

Learning Hours: 108 (36 Lecture, 36 Online Activity, 36 Private Study)

Requirements: Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze which form of concept productions are most salient for the project.
2. Deploy analytical skills to refine project from initial conception to final outcome.
3. Develop an understanding of the various forms of concept development across genres.
4. Understand the importance of concept development.

FILM 260 Digital Media Theory Units: 3.00

Survey of digital media theories and online mass communication practices, with emphasis on social and mobile technologies. Course considers the impact of digitalization on the creative and culture industries.

NOTE Only offered online. Consult Arts and Science Online.

Learning Hours: 120 (72 Online Activity, 48 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate relationships between specific concepts from the major theories and schools of thought used to study digital media.
2. Assess creative works using digital theory.
3. Design short works in digital platforms, informed by digital media theory.
4. Evaluate the role of digital media in contemporary culture.
5. Review new digital media in a critical manner.

**FILM 275 The Frame Units: 3.00**

This is a production course focussed intensely on the frame, thinking through aesthetic choices, formal elements, and eventually storytelling. This course will allow students to focus their attention on the elements of the frame, mise-en-scène, lighting, exposure, and composition as they build content (mood, power dynamics, stories).

Learning Hours: 108 (24 Lecture, 12 Laboratory, 24 Tutorial, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze frame design across multiple cultures/production settings/genres.
2. Construct frames and shots where aesthetic choices are aligned with conceptual ones.
3. Respond visually to master filmmakers from around the world.
4. Master basic techniques of lighting, photography, cinematography.
5. Create DIY tripods and lighting to work with mobile phones.

FILM 300 Hollywood: The Dream Factory Units: 3.00

This course examines Classical Hollywood Cinema from the early 1940s until its demise at the end of the 1950s.

NOTE Also offered online, consult Arts and Science Online (Learning Hours may vary).

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236 or FILM 240 or FILM 260) or permission of the Department.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze Hollywood films from the 1930s to 1950s in the context of issues of genre, race, class.
2. Analyze the history of Hollywood's studio era and assess its legacies in film and media culture.
3. Apply conventions of Hollywood form and narrative to original creative projects.
4. Formulate original critical arguments relating to Hollywood cinema.
5. Identify the economic, political, cultural and historical forces that shaped the Hollywood industry.
6. Recognize and assess key concepts in film history and theory.

FILM 301 Studies in Cinemas of the Americas Units: 3.00

This course studies the cinemas of the Americas from critical and historical perspectives. It traces the aesthetic, technological and political changes in various film practices, and places those changes in the context of social and cultural histories.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Communicate and understanding of the relationship between national and regional cinemas in both written and oral forms.
2. Develop an advanced understanding of key moments and movements of cinema in the Americas.
3. Evaluate economies, political ecologies and policies related to access to media making in the Americas.
4. Form connections across weekly themes and critically engage with new material.
5. Synthesize the theories and histories of politics, economics and aesthetics in the Americas.

FILM 302 Genre Units: 3.00

Intermediate examination of generic convention, iconography, relations to modes of production and to audience, and historical dimensions, using as examples films or video productions in one or more genre.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Cultivate an appreciation for horror cinema as it pertains to ongoing dialogues concerning socio-political structures/ organizations of power, privilege, and marginalization.
2. Develop an advanced understanding of critical concepts in horror cinema, as discussed by key scholars.
3. Form connections across weeks and critically engage with new material.
4. Synthesize, critique, and discuss cinematic texts utilizing film theory.

FILM 303 World Cinemas Units: 3.00

This course offers an overview of recent filmmaking practices from various continents. Transnational cinemas explore how intimate, personal styles of filmmaking converge with theories of globalization, hybridity and remediation.

NOTE Also offered online. Consult Arts and Science Online. Learning Hours may vary.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (DEVS 240 or FILM 236 or FILM 240 or FILM 260 or LLCU 209).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and discuss how contemporary world cinema responds to political, social and religious landscapes of this era.
2. Critically evaluate and express questions relating to globalization.
3. Describe the distinct modes of filmmaking in contemporary world cinema.
4. Explain media theory and intercultural communication as it relates to world cinema.
5. Formulate an opinion or conclusion through the experience of giving and receiving critical peer feedback.
6. Identify the cultural components of world cinema.
7. Recognize specific directors and themes that exemplify artistic high points of contemporary world cinema.



FILM 304 Creative Industries in the 21st Century Units: 3.00

Students will study the creative industries in global context. Course includes theoretical readings, field trips, guest lectures, and creative assignments to understand contemporary creative economies.

NOTE Field Trip: estimated cost \$70 (consult the Department of Film and Media for more information).

Learning Hours: 108 (36 Lecture, 24 Off-Campus Activity, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply and engage in course concepts through field trips, guest lectures and interviews.
2. Apply key terms such as the artist, labour, productivity, and creativity will be examined for the ways in which they are mobilized to signal new schools of thought and usher in paradigm shifts in public policy, planning, governance, finance and consumer capitalism, cultural criticism, and art and activist movements.
3. Comprehend the ways in which the romanticized, precarious life of the artist as freedom from the trappings of modernity, has become a larger economic model for precarity instituted and normalized across the contemporary workforce.
4. Evaluate the shift from the cultural to the creative industries in the context of the rise of neoliberalism and the financialization of art.

FILM 305 European Narrative Units: 3.00

Intermediate critical and historical study, through a selection of narrative films from one or more European nations. Examines cinema industries and art within national and continental culture.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Communicate and understanding of the relationship between national cinemas in both written and oral forms.
2. Develop an advanced understanding of key moments and movements of cinema in European cinema.
3. Evaluate economies, political ecologies and representations.
4. Form connections across weekly themes and critically engage with new material .
5. Synthesize the theories and histories of politics, economics and aesthetics in European cinema.

FILM 306 Comparative Contemporary Film in Europe Units: 3.00

Intermediate study of thematic and stylistic trends in recent European cinema, with reference to social and political changes.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

FILM 307 Classics of European Cinema Units: 3.00

Intermediate study of some of the most significant films made in Europe from the early 20th century to today. Considers historical, technological, and aesthetic determinants and influence.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

FILM 308 Popular Cultures Units: 3.00

Students will examine recent popular culture trends, practices, styles, theories, and artifacts. Through creative assignments, online discussion, online research and readings, students will engage in creative critique of the power of the popular to shape our identities, ideologies, and cultural arrangements.

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 108 (36 Lecture, 24 Seminar, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply the tools of academic critical analysis of a specific form of popular culture.
2. Build capacity and knowledge base to become critical consumers of popular culture including the media and popular cultural practices.
3. Create an enhanced understanding for students of their own consumption of popular culture.
4. Develop ability to analyze various forms of popular culture and their significance according to theoretical perspectives and concerning selected issues.

FILM 309 Environmental Media Units: 3.00

This course examines contemporary media works which address the climate crisis. We examine a range of activist media, documentaries, experimental media, Indigenous media, and fiction films to consider both how the climate crisis is portrayed, and the successes and failures of the representational strategies deployed.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Practicum)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Challenge default assumptions about how media activism, in relation to climate change in particular, work.
2. Demonstrate an understanding of the debates surrounding the use of rationality and emotion in addressing the environment and the climate crisis.
3. Examine the roles played by various forms of technology in addressing the environment.
4. Mobilize visual technologies to convey issues about the climate crisis.
5. Understand various forms of media activism deployed in the climate crisis.



FILM 310 Archival Remediation and Restoration of Time-based Media Units: 3.00

This advanced-level course trains students and examines cutting-edge restoration processes in time-based media, particularly as it pertains to film and video. Using scanning and software technologies within the Vulnerable Media Lab, students will learn to restore and package archival media for archival, theatrical, and broadcast standards.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Practicum, 30 Group Learning)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identifying, handling, and working with historical photochemical and magnetic media.
2. Learning scanning and capture processes for photochemical and magnetic media.
3. Packaging and delivering media in archival, theatrical, and broadcast standards.
4. Remediating and restoring media digitally.
5. Understanding the ethics and responsibility in digital remediation and restoration.
6. Working with time-based digital media: usages, stability, and best practices.

FILM 311 Mediating Misinformation Units: 3.00

This course critically evaluates narratives foregrounding the role of social media in the spread of disinformation. In contrast to claims that "fake news" is a product of new media, this course historicizes problematic information in the West as a perennial tool for maintaining existing power hierarchies.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Practicum)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate ethical approaches to the problem of media disinformation.
2. Critically interrogate the assertion that the past constituted a time of greater political agreement and epistemic consistency.
3. Define disinformation in a global context.
4. Expand focus from media-centric explanations of disinformation to include considerations of race, gender, economics, corporate interests, state interests, and other historical actors.
5. Understand disinformation in historical context by familiarizing with historical examples of disinformation campaigns that reinforced structural inequalities.

FILM 312 Screenwriting Units: 3.00

Approaches to dramatic storytelling for the screen. Students analyze examples from existing works and, through practical exercises, prepare a short, original screenplay.

Learning Hours: 108 (36 Seminar, 72 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 257.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Assess the work of their peers and formulate constructive feedback.
2. Demonstrate advanced screenwriting skills through content development and revision process.
3. Develop an artistic approach and application of their ideas.
4. Develop presentational skills through pitching.
5. Gain an overview of the fundamentals of feature film development.
6. Realize film stories in short screenplay format.
7. Think critically about their creative work.

FILM 313 Film and Media Professional Writing and Presentation Units: 3.00

This course offers students an opportunity to explore diverse writing strategies for engaging a public, scholarly, or artistic audience with respect to moving images and media cultures. Topics of consideration include but are not limited to: the essay or article format; popular culture criticism; abstract or proposal submissions; grant applications.

Learning Hours: 108 (36 Lecture, 72 Private Study)

Requirements: Prerequisite FILM 206 or FILM 207 or (registration in a FILM, MAPP, or COFI Plan and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Construct a feasible writing portfolio that can service students beyond graduation.
2. Demonstrate advanced writing skills across different genres that succinctly and clearly communicates ideas pertaining to research, analysis, methodology, and intent.
3. Explain the importance of high-caliber writing when working within related arts-based sectors in Film and Media.
4. Participate in peer review processes and presentations that improve individual and group learning.

FILM 314 Media and the Global South Units: 3.00

This course examines media from one or more of the following geographic areas: Africa, Asia, Latin America, the Caribbean, and Oceania. The course deploys transcultural approaches that open representational practices, histories, and theoretical frameworks to unsettle rigid hemispheric binaries from a media studies approach.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Practicum)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan or ([FILM 110/6.0 or FILM 111/3.0 or FILM 112/3.0] and permission of the Department).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Advanced and fluent practice of media literacy skills in terms of South/North power and economy.
2. Demonstrate critical understanding of the geographic/hemispheric/national context in the creation and circulation of media and emergent media forms, audiences and access.
3. Identify the tensions and intersections between models of regional media institutions, industries and creative practices.
4. Evaluate economies, political ecologies and policies related to access to media making.

**FILM 316 Video Games and Culture Units: 3.00**

This course explores in greater depth the history of video games from their earlier inception to the present day. It also examines a series of key issues and themes pertinent to the ongoing theoretical and methodological development of video game studies, from technological and formal aspects (such as controllers, interface, colour, and sound) to cultural and sociological aspects (such as casualness, cheating, and retrogaming).

Learning Hours: 108 (36 Lecture, 36 Online Activity, 36 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (ANIM 200/3.0 or FILM 200/3.0 or FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze the role of video games in culture.
2. Examine the relationship between video games and gaming and social and political issues.
3. Understand the relationship between games and theories of play.
4. Deploy concepts from critical theory in the humanities and social sciences to examine games in theoretical frames.

FILM 317 Art as Technology Units: 3.00

This course draws references from critical and media theory in order to explore the material and systemic dimension of artistic practices and the artwork, underscoring the role of the art worker as a relevant historical actor.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or permission of the Department.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Deconstruct artistic discourse and analyze the underlying politics of the artwork.
2. Engage with current art production in a wide-range of geopolitical contexts.
3. Identify the historical contexts of production and reception of modern, contemporary, and new media art.
4. Understand the relation between different forms of audiovisual representation and media technologies.

FILM 318 Curating Media Practices Units: 3.00

This engages students with a broad sphere of curatorial activities within and beyond the film industry and contemporary visual arts. Students will explore the role of curatorial practices in media, science, and culture through class discussions, field trips to various exhibition sites and events, and the organization of a final exhibition project.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Experience a wide-range of exhibition formats and configurations.
2. Acquire a critical-historical understanding of exhibition spaces and modes of spectatorship.
3. Identify the role of curatorial practices in contemporary economies of attention and memory.
4. Structure exhibition projects appropriate to a given work/context.
5. Mobilize curatorship as a mode of knowledge that can be deployed in research.

FILM 319 The Form of Storytelling Units: 3.00

The form of storytelling is a practical and theoretical course that aims to create interpret and explore a meaningful connection between content and form in both non-fiction, fiction, experimental and immersive visual experiences. The course practices non-normative ways of storytelling with an emphasis on questioning binary norms and forms of storytelling and their oppressive legacies.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Challenge established visual forms of communication.
2. Express stories in new ways.
3. Incorporate non-conformist voices and perspectives within storytelling.
4. Visually interpret stories and ideas from different perspectives.
5. Test visual ideas for scripts and workshop the effectiveness of new forms.
6. Explore an effective form of communication/language between craft and directing.

FILM 320 Media and the Arts Units: 3.00

Intermediate study in relations between moving-image media and other visual or performing arts.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Acquire skills to engage in critical analysis of representation and self-representation.
2. Critically articulate in academic writing the implications Asian and Asian North American media and art.
3. Engage in media and/or performance creation that reflects learning in the course.
4. Navigate and parse divergent perspectives on Asian/Asian diasporic media content, form, and cultural impact.
5. Understand media representation of Asians and Asian North Americans in relation to historical and social political context.

FILM 324 Canadian Film and Media: Documentary/ Experimental/Animation Units: 3.00

This course examines three central forms of film- and video-making in Canada: documentary works, experimental film and media and animation. Beginning with the work of the NFB/ONF, the course traces aspects of the development of these areas from the late 1930s to the 21st century.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Consider the confluences and differences between works done in Anglo-Canada, Quebec, Indigenous and migrant communities.
2. Deploy critical theories in the examination of these works and contexts.
3. Examine the aesthetics of documentary, experimental, and animation in Canadian cinemas.
4. Understand the history of documentary, experimental, and animation filmmaking, policies and institutions in Canadian cinemas.



**FILM 325 Cinemas in Canada: Anglo-Canadian/
Quebecois(e)/Indigenous Units: 3.00**

This course examines fiction filmmaking from Anglo-Canadian, Quebecois(e), and Indigenous filmmakers, examining a variety of works produced from the 1950s onwards. We pay special attention to questions of experimental narrative form (such as documentary/fiction hybrids), national and Indigenous identities, and the role of various funding programs.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Consider the confluences and differences between works done in Anglo-Canada, Quebec, and Indigenous communities in the fictional narrative form.
2. Deploy critical theories in the examination of these works in terms of questions of national identities.
3. Examine the aesthetics of Anglo-Canadian, Quebecois(e), and Indigenous Canadian cinemas.
4. Understand the history of Anglo-Canadian, Quebecois(e), and Indigenous cinema in Canada.

**FILM 326 Canadian Cinemas: History, Programming,
Filmmakers Units: 3.00**

This course shall explore the history of Canadian filmmaking through the lenses of a) understanding Canadian cinema history, b) programming screenings of Canadian films and media, c) interacting with visiting filmmakers to give context to the current state of filmmaking in Canada, including fiction, documentary, experimental and animated works, and d) foregrounding the diversity of works made by Anglo-Canadian, Québécois, and Indigenous film and media makers.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 20 Group Learning, 40 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze historical and contemporary Canadian films and media.
2. Explore diverse worldviews, ways of knowing, abilities, and experiences through Canadian films, programming and curation, including Indigenous, Black, LGBTQ+, and feminist perspectives, also paying attention to language diversity.
3. Apply best practices to create programs of historical and contemporary Canadian films, communicating information to a broad range of film and media audiences in ways that are accessible and inclusive.
4. Compare accounts offered by filmmakers in relation to their professional and artistic their practice.
5. Evaluate the programming strategies used in public facing venues highlighting Canadian films.

FILM 330 Gender and Media Units: 3.00

This course examines the figurative role that media plays in the cultural and social construction of gender. Students will assess mass and digital media using feminist and queer theories of representation as well as scholarship in new media studies.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (registration in a GNDS Plan and GNDS 120 and GNDS 125).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply the critical intersections of gender, nationality, race, class, sexuality, and ableism to complicate technological developments often cast as gender neutral.
2. Examine cultural texts through theories, methods, and sociocultural practices advanced by feminist and queer theorists, new media scholars, and digital justice activists.
3. Understand with the role of media in hegemonic formations of gender that reproduce static binaries and dualities that structure the uneven subordination of cis and trans women to patriarchal systems.

FILM 331 Women and Film Units: 3.00

Intermediate study in feminist approaches to the cinema and to films produced by women. Critical examination of critical and theoretical literature, and examples of narrative, documentary, and experimental cinemas.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (registration in a GNDS Plan and GNDS 120 and GNDS 125).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Cultivate an appreciation for the contributions of women film and media artists, theorists and historians in a global perspective, beyond the North American and European contexts.
2. Develop an advanced understanding of critical concepts in women's film and media arts history, methods and theory in a global perspective.
3. Form connections across weeks and critically engage with new material.
4. Synthesize, critique and discuss cinema and media arts texts using theory and methods learned in-class.

FILM 332 Queer Cinemas Units: 3.00

This course will examine the development of queer filmmaking practices in Hollywood and beyond. It will also introduce the field of queer cinema studies, attending to questions of identity, representation, authorship, and spectatorship. Students will cover a diverse array of topics, with a focus on historical, artistic, and industry contexts.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (registration in a GNDS Plan and GNDS 120 and GNDS 125).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Contextualize evolutions in film form and narrative within changing political landscapes.
2. Cultivate an appreciation for queer aesthetics, history, scholarship, and the integral role queer artists and scholars have played in shaping filmmaking practices and criticism.
3. Demonstrate inclusive and accountable film criticism and research while completing written assignments and participating in class discussions on history, identity and representation.
4. Explain critical theoretical concepts in queer cinema studies in relation to the evolution of film form, production, history, and politics of representation.
5. Use key readings in queer theory and film studies to analyze formal and structural elements in select screenings.

**FILM 335 Culture and Technology Units: 3.00**

Research and studies in relations of media, technology, and culture. Critical examination of cultural and communication technologies and the employment of technology within selected examples from film, television, and digital media. NOTE Also offered online. Consult Arts and Science Online. Learning Hours may vary.

Learning Hours: 108 (36 Lecture, 24 Online Activity, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236 and FILM 240).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Assess their roles as viewers/consumers/producers of cultural texts, including the ways in which they might be seduced into replicating--or potentially subvert--certain ideologies and power structures.
2. Evaluate technology as expansive and explain how it shapes personal, societal, national, and global spheres.
3. Identify and engage in a variety of cultural media/texts--theoretical, artistic, and others.
4. Research and develop a topic of interest related to culture and technology, and communicate findings through academic writing.

FILM 336 Film and Politics Units: 3.00

Intermediate examination of the historical and critical relation between film and politics or political ideologies. Examples will be drawn from both narrative and non-narrative traditions.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate how film contributes to the social construction of reality.
2. Identify political symbols, motifs, affects, and moods that appear in filmic media.
3. Interpret films in order to articulate implicit or nascent elements that engage in political world-building, either symbolically or otherwise.
4. Recognize how filmic media construct, enhance, and shape worldviews according to different social contexts.

FILM 337 Cinema and the City Units: 3.00

An intermediate study of representations of the city in cinema and visual culture, the social histories from which these representations emerge, and the changing environments in which cinema is viewed.

NOTE Also offered at the Bader College, UK (Learning Hours may vary).

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (registration in a GPHY Plan and GPHY 101/3.0 and GPHY 227/3.0 and GPHY 229/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Investigate the relationship between the history of visual culture, their institutions/industries and the history of cities.
2. Analyze how contemporary film and media makers are staging diverse, decolonial, intersectional, and differently abled visions of the city.
3. Evaluate in written and creative form the diverse experience of cities, cinema and representation.
4. Explore representations of global cities and how representations open spectators to the plurality of urban life.

FILM 338 Contemporary Issues in Cultural Studies Units: 3.00

An intermediate study of key concepts in cultural studies investigated through cultural practices and/or national contexts from the 1960s to the present.

NOTE Students will be required to attend a limited number of Kingston-based cultural productions over the course of the term.

Learning Hours: 120 (36 Lecture, 12 Group Learning, 12 Off-Campus Activity, 60 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236 or FILM 240 or FILM 260) or (registration in an ARTH, ARTV, DRAM, or MUSC Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze a cross-section of genres (documentary, ethnographic, narrative fiction), platforms (podcasts, blogs, social media), texts (scholarly, press, artistic), and interventions (art-activism).
2. Construct and communicate an effective argument and research findings diverse forms of expression.
3. Form connections between mediums, institutions, and bodies of knowledge in relation to issues of authority, authenticity and cultural difference.
4. Understand research trends and creative practices in Cultural Studies.

FILM 339 Media and Culture at the End of the 20th Century Units: 3.00

This course will focus on the rapid technological changes of the 1990s and their effects on media, including cinema, advertising, music, and television. Topics may include: teen markets and popular culture; the rise of specialty channel television; racial diversity and the family sitcom; changing music videos aesthetics; New Queer Cinema; etc.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop an advanced understanding of critical concepts in film and media theory, with specific regard for feminist, queer, and critical race studies.
2. Form connections across weeks, critically charting historical developments in technology and society.
3. Recognize the recurrence of technologies, aesthetics, and images from the 1990s in today's culture.
4. Synthesize, critique, and apply key theoretical concepts to texts screened in-class.
5. Understand 1990s history and its impact on artistic strategies in filmmaking and beyond.

**FILM 340 Advertising and Consumer Culture Units: 3.00**

This course examines advertising strategies across a range of different media to understand the construction and functions of consumerism and promotional culture in politics, art, material culture, and everyday life. Throughout the course, we consider a range of theoretical approaches and case studies to study the ways consumer culture intersects with identity, citizenship, and aesthetics. Assignments include online and/or on-campus exams, online discussion forum participation requirement, short reflective essays, and some creative design work.

NOTE Also offered online. Consult Arts and Science Online. Learning hours may vary.

NOTE Also offered at the Bader International Studies Centre, Herstmonceux. Learning Hours may vary.

Learning Hours: 108 (36 Lecture, 36 Online Activity, 36 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236 or FILM 240 or FILM 260) or (COMM 131 or COMM 231 or PSYC 342).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze how advertising creates and affects meaning using approaches from semiotics, film and media theory and cultural studies.
2. Assess ways that consumer culture is constructed, challenged, and subverted in popular culture.
3. Formulate arguments based on research and case studies.
4. Identify intersections between subjectivity, citizenship, technology, and consumer culture.
5. Understand and apply key concepts and arguments in cultural and media theory as they relate to consumer culture and advertising.

FILM 341 Studies in Mass Media Units: 3.00

An introduction to key concepts in media studies, with specific historical, contemporary, and/or thematic case studies each year. Topics will range from critical race studies and the media; television and media studies; gaming; the culture industry; mass audiences; digital economies and streaming; to advertising and commodification.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze how political and cultural discourse is mobilized in Media Studies.
2. Apply key concepts in the theoretical study of Media.
3. Contextualize the role of media across various historical and contemporary forms and genres.
4. Describe the theoretical applications of Media Studies.
5. Identify re-current trends in Media Studies across different cultural contexts.
6. Understand the history of Media Studies in an historical context.

FILM 342 Studies in Alternative Media Units: 3.00

An introduction to key concepts in media studies, with specific historical, contemporary, and/or thematic case studies each year. Topics will range from gender studies and LGBTQ2S studies and the media; expanded media; globalization; media and popular music; social media; media and the public sphere; or media activism.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze examples of alternative media (films, video, social media) using critical media theory.
2. Apply knowledge of media histories and social histories to contemporary media.
3. Create activist media that reflects knowledge garnered through course discussions.
4. Describe how media technologies and networks have been used differently by activists and the mainstream.
5. Identify the influence of past media and media-makers on those coming later.

FILM 343 Speculative Media Studies: Fictions, Fans, and Franchises Units: 3.00

A survey of speculative media, working around three organizing themes (fictions, fans, and franchises), this class will introduce key issues in speculative media studies. Students will explore various sub-cultural and popular SF or speculative genres, including science-fiction, fantasy, alternative history, and speculative futures.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Acquire skills to engage in critical analysis of speculative media.
2. Critically articulate in academic writing the implications of speculative media in relation to representation, authorship, audience, and/or capital.
3. Engage transmedial fandom through participant observation.
4. Evaluate speculative media practices, personally, and globally.
5. Navigate and parse divergent perspectives on speculative media content, form, and cultural impact.
6. Understand speculative media from a perspective of fiction, fans, and franchises.

FILM 345 Television: Structure and Function Units: 3.00

Intermediate examination of television and the development of the medium as a distinctive cultural form, through a range of programs and programming formats, issues of audience, and television broadcasting in Canada.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop a multiperspectival, historically rich, and socially conscious analytical method to review cultural products like television.
2. Produce academic research papers demonstrating critical media literacy while also developing creative thinking and actively try and publish their work.
3. Understand developments in contemporary televisual storytelling alongside ongoing political developments by seeing their tendencies as reciprocal.
4. Understand the relation of visual aesthetics and techniques to create mood and communicate story.

FILM 346 Television and Seriality Units: 3.00

This course examines various forms of televisual seriality, from historical and theoretical perspectives. The course shall examine its emergence as the dominant form of the soap opera, to contemporary web television platforms such as Netflix, Amazon Prime, and Crave.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Assess the work of their peers and formulate constructive feedback.
2. Demonstrate advanced screenwriting skills through group work in simulated writer's rooms.
3. Develop an original series concept, a series bible, and a series pitch that can service students beyond graduation.
4. Gain an overview of the historical development of the episodic form.
5. Identify elements of scene craft, character development, and narrative structure of serial content.



FILM 350 Moving Images Archives: The Politics of Preservation and Circulation Units: 3.00

This course will introduce the history, procedures, and policies of audiovisual archives. Topics may include: the history of film archives (e.g. the National Film Board Archives); best practices in preservation and digitization; procedure and politics of digitization; and challenges in the preservation of born-digital art and video.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply knowledge of historical social inequalities in film and video archiving to contemporary social movements and marginalized people's filmmaking.
2. Gain practical skills in film and video inspection, preservation, and digitization.
3. Synthesize, critique, and apply key theoretical concepts in the Department of Film and Media Archives and the Queen's University Archives.
4. Understand the history of film and video formats and be able to identify audiovisual material.

FILM 351 Documentary Production Units: 3.00

Advanced motion picture production course. Each student produces a short documentary using video and/or 16mm film. Emphasis will be placed on unconventional approaches and techniques.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop critical film viewing and writing skills.
2. Gain a theoretical understanding of experimental documentary media forms, methods, and histories as the basis for students own documentary production.
3. Work on technical skills to plan, research, produce, direct and edit a documentary.

FILM 352 Production: Issues of Form and Structure Units: 3.00

Advanced practical course in film and video aesthetics. Starting with the screening and analysis of selected works, each student will script, produce and edit a short video or 16mm work that explores particular formal questions. Emphasis will be placed on unconventional approaches and techniques.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 60 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate the ability to plan, execute, and deliver an intended visual approach from pre-production to production and post-production.
2. Demonstrate the ability to use lighting, frame composition, and camera awareness to create mood or to communicate story.
3. Understand image and sound capture tools: control methodologies, media and formats, production logistics and approaches.
4. Understand key lighting and production tools and uses.
5. Understand the relation of visual aesthetics and techniques to create mood and communicate story.

FILM 356 Animation Production Units: 3.00

A combined study of the theory of film animation with animation production techniques. Requirements will include the production of short animation exercises.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 60 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze animated films with attention to technical processes and social and historical contexts.
2. Evaluate the aesthetic possibilities unique to animation and use them to make moving-image media.
3. Apply technical skills in a variety of 2D animation methods to create short animated sequences.
4. Synthesize specific interests within the field of independent animation to develop a personal visual style.
5. Apply traditional frame-by-frame animation skills with control over timing and spacing.

FILM 360 The Documentary Tradition Units: 3.00

Intermediate critical and historical study in non-fiction film and television, based on selected examples from Canada, including productions of the National Film Board and the CBC, and international documentary cinemas.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Connected documentary aesthetics to ethics and politics.
2. Familiarized yourself with classical and alternative documentaries genres.
3. Learned the basic historical timeline of documentary.
4. Practiced constructing arguments about individual documentaries and their critics.

FILM 368 Animation Theory and Criticism Units: 3.00

A course on the history, theory, and practice of animated films. Requirements include a series of screenings, writings, and a practice based critical project.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop critical writing skills from course literature.
2. Produce a research-based essay.
3. Co-organize and deliver a seminar based upon given and student-researched material.
4. Analyze and discuss animation works within the context of their production.

FILM 370 The Experimental Tradition Units: 3.00

Intermediate critical and historical study in the avant-garde of the international cinema, based on selected examples principally from Europe, the United States and Canada.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

FILM 377 3D Animation Units: 3.00

This course covers the creation and animation of simple 3D objects. Students will have an overview of modelling, rigging, texturing, animating characters, and creating virtual 3D environments.

NOTE Animation Software: estimated cost \$100.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Configuring project settings and devices used for 3D sculpting.
2. Managing workflows: software fundamentals (examining a variety of software tools and their differences and commonalities), media management (merging objects, autosave settings, file size, render settings).
3. Ability to create 3D content: box modeling, 3D sculpting, titles, shapes, characters, basic animation and key frame manipulation.
4. Rigging 3D Models: creating a joint system to create a PLA (point level animation) necessary for augmented reality and virtual reality, spline animation.
5. Making use of procedural animations such as Pose Morph, Deformers, Xpresso, Mograph effects in Cinema 4D.
6. Integrate audio: reactive sound, sound design, foley, score, dialogue editing, sound mixing.
7. Implement a wide variety of post-production and SFX techniques: colour correction, compositing effects, adding/creating CG elements.
8. Integrating motion-captured data with rigged characters.

**FILM 378 Computational Cinema Units: 3.00**

This course explores new forms of filmmaking reliant on computer vision and information processing, from early computer-generated imagery to more recent uses of depth cameras and game engines in commercial and experimental productions.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Online Activity, 30 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Acquaintance with the history of computer-generated imagery and graphical interfaces.
2. Critically analyze the aesthetics of operational and interactive images.
3. Incorporate virtual simulation and computer vision techniques in a filmmaking workflow.
4. Understand the relation between media technology, the military/surveillance complex, and hacker subcultures.

FILM 379 Virtual and Augmented Reality App Development Units: 3.00

This course covers the development of augmented reality apps, filters, and virtual reality environments, using accessible software to generate, import, and rig characters. Students will have an overview of different applications to build and share interactive, 3D content on mobile devices.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite FILM 356/3.0 or FILM 377/3.0 or FILM 394/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Discuss theory and practice pertaining to mixed reality and 3D animation.
2. Manage edit workflows.
3. Create 3D content and rig 3D Models necessary for augmented reality and virtual reality, as well as for avatars/playable characters.
4. Integrate soundscapes: sound design, Foley, score, dialogue editing, sound mixing.
5. Implement post-production and SFX techniques.
6. Use AR/VR software platforms.

FILM 381 Audience Reception Units: 3.00

This course examines the changing role of audience reception in live performance and media-based work. Students will explore theories and engage methods that explore how meaning is made from the vast range of digital media and live events that constitute the contemporary experience of spectatorship.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite (Registration in a FILM, MAPP, or COFI Plan) or (FILM 236/3.0 or FILM 240/3.0 or FILM 260/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and deconstruct the ways in which spectatorship is shaped by the material conditions of production and reception as well as the intersections of gender, race, class, and ability.
2. Implement methods of analysis learned through scholarly readings and critical and creative responses.
3. Participate in critical debates about how audiences gaze, witness, consume, and participate in live and mediated events.
4. Understand methods and modes of spectatorship.

FILM 387 Cinematography and Visual Aesthetics Units: 3.00

Advanced practical course in cinematography and visual aesthetics. Through a series of lectures, practical exercises, and screenings; students will explore visual aesthetics and the techniques employed to author motion picture images with intent and consistency.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate the ability to plan, execute, and deliver an intended visual approach from pre-production to production and post-production.
2. Demonstrate the ability to use lighting, frame composition, and camera awareness to create mood or to communicate story.
3. Understand image and sound capture tools: control methodologies, media and formats, production logistics and approaches.
4. Understand key lighting and production tools and uses.
5. Understand the relation of visual aesthetics and techniques to create mood and communicate story.

FILM 388 Indigenous Film and Media Units: 3.00

This course offers a journey into Indigenous and Inuit film, produced by Indigenous filmmakers from the Americas, Northern Europe, and Australia. Topics such as Indigenous methodologies and aesthetics, Indigenous feminism, decolonization, self-recognition, language revitalization, and cultural reappropriation will be explored.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and reframe film and video sequences using film and media language.
2. Describe the distinct modes of filmmaking in Indigenous cinema.
3. Discuss how Indigenous cinema responds to political, social, and religious landscapes of this era.
4. Recognize specific Indigenous directors and themes that exemplify artistic high points of Indigenous cinema.

FILM 389 The Music Video Units: 3.00

Music videos can speak to the politics, technology, and art of a given time and place. A survey of music videos and related pop cultural phenomena from the 1940s to the present will help students appreciate the broader cultural impact of the music video.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Evaluate the music video in terms of historical, geographical, and economic contexts.
2. Evaluate what makes a music video successful in various contexts.
3. Synthesize the broader cultural impact of the music video beyond its promotional function.

FILM 390 Open Media Production Units: 3.00

In this course, students create projects around research topics using a variety of media, which may include video, sound, graphics, performance, and interactive media. Students might produce podcasts, print media, games, etc.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply design principles to print, web, installation, performance and video projects.
2. Apply design principles to projects integrating text, image, sound, and space.
3. Apply new technology, tools, and specialist knowledge shared online in the design of technical workflows.
4. Comprehend a broader familiarity with contemporary media practices.
5. Evaluate and critique work across media.
6. Evaluate practical needs when planning for and working with physical sites: conduct site surveys, address lighting concerns, calculate projector throw distances, etc.
7. Synthesize significant texts.

**FILM 391 Advanced Open Media Production Units: 3.00**

This course allows students to explore independent research projects using a variety of media, with the aim of creating a portfolio-ready piece to present publicly at the end of the semester.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and (FILM 356 or FILM 390 or FILM 392).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply concepts in graphic, web, sound, and interaction design.
2. Apply methodologies for integrating research and creative work.
3. Situate digital technologies of media production in historical context.
4. Theorize, explain and critique digital media projects.

FILM 392 Video Production Units: 3.00

This course covers production techniques, including planning, production, and postproduction topics. Students can explore a variety of genres and forms and will undertake a series of short exercises aimed at building technical skills. Specific themes covered will depend on the instructor.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Assess and critique aesthetic, theoretical and social issues in one's own work and the work of others.
2. Design lighting appropriate for the style and subject of a video.
3. Examine a variety of contemporary contexts for professional and artistic video production.
4. Implement a wide range of editing techniques and strategies.
5. Implement the planning, producing, and revising a media project with well founded artistic strategies.
6. Manipulate effectively key aspects of cinematography and sound production.
7. Recognize a variety of aesthetic approaches to video production.

FILM 393 Advanced Video Production Units: 3.00

This course builds on material covered in Video Production and introduces advanced techniques for conceptualizing, planning, producing, and editing short film/video projects. Student projects will be exhibited/screened publicly at the end of the semester.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and (FILM 387/3.0 or FILM 392/3.0 or FILM 394/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Write, produce, direct, shoot, and digitally edit.
2. Identify and analyze established field video genres and techniques.
3. Refine their conceptual and aesthetic styles, as well as their practical and technical skills.
4. Identify where their particular interests and abilities lie and discuss learning and career paths.

FILM 394 Post-Production Units: 3.00

This course covers moving-image post-production techniques, including workflow planning, stages of editing, sound mixing, colour correction, special effects and media management.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Understand editing language in relation to both theory (effects of shot choice, duration and sequencing) and practice (maintaining scene geography, continuity).
2. Manage edit workflows: NLE fundamentals (examining a variety of software tools and their commonalities), media management (assembly, rough cut, fine cut), logging, transcoding, output, bouncing to and from other software tools, and image management (codecs, export).
3. Demonstrate ability to use motion graphics: titles, transitions, basic animation, and key frame manipulation.
4. Design post-production soundscapes: sound design, foley, score, dialogue editing, re-recording mix, ADR, sound mixing.
5. Implement a wide variety of post-production and SFX techniques: colour correction, compositing effects, adding/creating CG elements.
6. Develop skills in various software platforms (Premiere Pro, Photoshop, Illustrator, Media Encoder, After Effects).

FILM 395 Internship Units: 3.00

Students can apply to undertake a practical internship in media production, criticism or curatorship. All internships must be approved in advance by application to the Undergraduate Coordinator. Approval will depend on the quality of the proposal and the academic record of the applicant. Students are required to write a report about their experience and are evaluated jointly by their employer and a faculty member from Film and Media. It is the responsibility of students, not the Department of Film and Media, to arrange internships.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 120 (120 Individual Instruction)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan and permission of the Department. Exclusion ARTH 395/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Evaluate the needs of a project or company while working on-site.
2. Comprehend new strategies for interacting with professionals in the field.
3. Synthesize the value of a professional experience toward an overall career goal.
4. Apply problem-solving skills in a real-world professional context.

**FILM 396 16mm Film Production Units: 3.00**

The 16mm Film Production course investigates the history of the format and integrates it into practical applications within modern motion imaging creation. In this practical course, students will learn how to handle a variety of 16mm production and post-production equipment and understand photographic exposure and laboratory processes. We'll explore ways of utilizing motion picture film beyond the camera and screen through alternate creation techniques. The course culminates in a colour 16mm film shoot using sync sound and prepares it for use in a modern digital post-production workflow.

NOTE Film Stock and Processing: estimated cost \$90.

Learning Hours: 120 (30 Lecture, 30 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify, handle, and work with the motion-picture film medium.
2. Use motion-picture specific equipment (cameras, editors, and projection).
3. Demonstrate an understanding of the photochemical process (exposure and workflow).
4. Demonstrate an understanding of how traditional photochemical processes inter/relate to current media-making practices.

FILM 397 Sound Techniques for Film and Video Productions Units: 3.00

Sound Techniques for Film and Video Productions is an advanced-level course that focuses on approaches used in the production and post-production of a film and video project. Beginning with location audio recordings and synchronizing with camera footage, managing multiple performers, microphone placement and multi-tracking and on to editing, ADR and mixing. This course will take students through the entire production workflow from set to exhibition.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan and FILM 250/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify, handle, and work with specialized audio recording equipment.
2. Identify and mitigate common issues with location audio.
3. Understand and execute a creatively focused sound design that complements pictorial elements.
4. Demonstrate understanding of acoustic and physical space through mixing and spatializing.
5. Demonstrate an understanding of non-diegetic sound and effects on a central story.
6. Understand the entire aural workflow in a traditional film and video production.

FILM 400 Special Topics in Film, Media, and Cultural Studies Units: 3.00

An advanced course in developing expertise in research and critical writing concerning contemporary world cinema, media arts, and other cultural phenomena.

NOTE Students will be asked to view material and visit exhibitions outside of class time.

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 12 Group Learning, 12 Off-Campus Activity, 36 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze the representation of globalization, borders, migration, and displacement in film and media.
2. Formulate original critical arguments and interpretations about film, geography, space, and place.
3. Situate recent film and media works within social, political, and cultural debates about globalization.
4. Understand and apply concepts, terms, and debates in film and geographical theory to film and media projects.

FILM 401 Special Effects Units: 3.00

This course focuses on special effects for moving-image media, from early optical illusions to film tricks to emerging tools. The course considers the historical and social context of special effects through a critical, intersectional feminist and decolonial lens, and offers hands-on experimentation with historical and contemporary special effects.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Practicum, 30 Group Learning)

Requirements: Prerequisite ANIM 200/3.0 or (registration in a FILM, MAPP, or COFI Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Devise personal, experimental strategies for creating moving-image special effects.
2. Develop skills in working with the cinematic apparatus and software tools.
3. Understand the politics and history of technological development for the moving-image.
4. Investigate historical narratives through a critical lens.

FILM 402 Diasporic Media Units: 3.00

This course examines the role of contemporary diasporic media (from art and activist media, to film, television, and digital born modalities) and the emergence of the variety of communities, networks, media practices, modes of circulation, performance, and production that take place within, across and beyond national borders.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Practicum)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate critical understanding of the role of diaspora in the creation and circulation of media and emergent aesthetic forms.
2. Develop advanced and fluent practice of media literacy skills.
3. Evaluate economies and policies related to access to media making for those in the diaspora.
4. Identify the tensions and intersections between models of identity in media institutions, industries and creative practices.

FILM 415 Contemporary Theory: Special Topic Units: 3.00

Advanced seminar on one or more approaches to cinema and culture, based on a selection of writings and related screenings.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply knowledge of best practices for media archives, their conservation, and digitization.
2. Create an archival project based on topics considered in the course.
3. Hone critical media literacy skills.
4. Identify power structures that exist in archives and propose solutions reflective of the needs of marginalized communities, filmmakers, and artists.
5. Understand issues and debates related to intellectual property, Indigenous knowledge sovereignty and structures, cultural property, policy and Repatriation.



FILM 416 Material Media Studies: Things, Ecologies, Affects Units: 3.00

This course examines media from a perspective of materiality. Counter to popular sentiments about the immateriality of the internet or the virtual as absent of physical bodies, this class looks to objects, environments, experiences, and sensations associated with media. The course will introduce material media studies concepts.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Comprehend media as tactile, physical, durable, and embodied.
2. Cultivate a critical awareness of material media in everyday life and social life.
3. Develop an ability to chart media ecologies.
4. Form connections across units and key issues.
5. Synthesize and apply key theoretical concepts of material media studies.

FILM 420 Special Topic: Advanced Approaches to Media Studies Units: 3.00

Advanced course in media theory, focusing on a special topic in the field each year. In particular, the course will examine contemporary political debates through the lens of media theory and studies.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze Media Studies methods of analysis with the direct application to the production of audio and visual materials.
2. Contextualize Media Theory as a mode of historical and critical understanding.
3. Convey factual information and scholarly opinion on the function of Media Theory.
4. Produce critically and theoretically informed research in the field of Media Studies.

FILM 422 Canadian Cinema: Special Topic Units: 3.00

Advanced seminar on specific area of research and study selected by the instructor. Subjects have included Québécois cinema, film and mass culture in Canada.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop a greater understanding of the pervasive themes in Canadian narrative films.
2. Employ theory from readings and beyond to produce well-articulated formal film analyses.
3. Identify possible interventions in Canadian film scholarship through closely engaging with selected texts.
4. Understand the historical trends of Canadian film, including policy, funding, and exhibition.

FILM 425 Advanced Film Criticism Units: 3.00

Research seminar that draws on students' previous work to enhance advanced writing and research in film criticism. Topics from theory, criticism, and history will be addressed to suit individual students' projects.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate inclusive and accountable film criticism and research while completing written assignments and participating in class discussion on history, identity, and representation.
2. Develop capacity in self-guided historical analyses as it relates to the realms of film criticism and theory.
3. Display advanced understanding of the major debates and trends in film theory and criticism, nationally and/or globally.
4. Hone writing skills for publication in diverse contexts.
5. Practice diverse modes film criticism.

FILM 430 Authorship: Special Topic Units: 3.00

Advanced seminar on authorship and analysis, usually concerning the work of one or two filmmakers.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Contextualize evolutions in authorship theory and practices against changing political landscapes.
2. Cultivate an appreciation for the cultural politics of identity, social value, and cultural impact of artists and scholars attending to new forms of authorship.
3. Demonstrate inclusive and accountable film criticism and research while completing written assignments and participating in class discussion on history, identity, and representation.
4. Engage with peers using readings and texts from the course, as well as individual research to develop meaningful class discussion in relation to the course topics.
5. Generate efficiency in self-guided historical analyses as it relates to the realms of cultural film movements as pertaining to specific filmmakers.
6. Produce new and inventive criticism of past and contemporary issues of the course focus in reflective writing assignments.

FILM 435 Culture and Representation: Special Topic Units: 3.00

Advanced seminar on relations between societies and their expression in culture, with particular reference to film, television, and comparable media. Subjects have included interdisciplinary approaches and cultural studies; third cinema in the Third World.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Cultivate an appreciation for new material and become comfortable participating in class discussion related to major topics and trends in culture and representation.
2. Demonstrate inclusive and accountable film criticism and research while completing written assignments and participating in class discussion on history, identity, and representation.
3. Explain the difference between writing styles associated with film and media theory.
4. Incorporate visual analysis of representation and aesthetics in on-screen media into analytical research paper.
5. Practice rewarding academic and personal skills to better manage the demands of university through workshops and self-reflections.

FILM 440 Non-narrative Film: Special Topic Units: 3.00

Advanced seminar on selected areas of documentary or experimental cinemas. Subjects have included politically committed documentary in Canada; the anti-documentary.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze non-narrative film and media practices in relation to their contexts of production and reception.
2. Cultivate an appreciation for new material and become comfortable participating in class.
3. Demonstrate comprehensive understanding of major debates in non-narrative cinema.
4. Explain the differences between forms of non-narrative film and media.

**FILM 445 Narrative Film: Special Topic Units: 3.00**

Advanced seminar on an area of narrative cinema, generally concerning a selection of feature-length films. Subjects have included international films of the 1990s.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze narrative film and media practices in relation to their contexts of production and reception.
2. Cultivate an appreciation for new material and become comfortable participating in class.
3. Demonstrate advance, inclusive and accountable film criticism and research while completing written assignments and participating in class discussion on debates in narrative film.
4. Demonstrate comprehensive understanding of major debates in narrative cinema.
5. Explain the differences between forms of narrative film and media in national and/or global contexts.

FILM 447 Festival Spaces: Local Markets, Global Circulation Units: 3.00

An advanced-level course that focuses on a comparative exploration of festival contexts. In addition to case studies and critical readings, the seminar will treat festivals as course texts through field trips and engagement in the local Kingston Canadian Film Festival and Reelout Queer Film and Video Festival.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Assess the multi-modal nature of festivals as events in terms of content, curatorial choices, and audience.
2. Hone their research and writing skills through festival reviews, scholarly writing, and presentations.
3. Identify theories, frameworks, and practices in connection to festive events.
4. Understand the ways in which festive events are tied to local economies, tourist agendas, and the national imaginary.

FILM 450 The Business of Media Units: 3.00

A 12-week course that serves as a general primer on the current business of media in Canada as it pertains to narrative storytelling. Students explore business considerations throughout the production cycle, from development to production to distribution and marketing, as well as examine various different career paths in media. NOTE Field Trip: estimated cost \$50.

Learning Hours: 108 (36 Lecture, 24 Off-Campus Activity, 48 Private Study)

Requirements: Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze business considerations throughout the film production cycle, from development through production to distribution and marketing.
2. Apply course learnings to create a comprehensive feature film production and distribution strategy.
3. Explore different career paths and opportunities to develop a post-graduation plan.
4. Research and identify industry trends to predict market opportunities and threats.
5. Research, contact and interview active industry professionals to create a profile and presentation summarizing their background, career path, role and insights.

FILM 451 Production: Special Topic Units: 3.00

Advanced seminar/workshop in an area of film or video production, generally involving intensive analysis of existing work and practical assignments.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and (FILM 387/3.0 or FILM 392/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Engage in critical self-reflection and peer-critique of creative work through dialogue.
2. Apply a research creation methodology to develop a personal aesthetic and visual language.
3. Evaluate current and established norms in the field, through reflective engagement with media works by next-generation, BIPOC, and LGBTQ+ voices in a specific area of media production.
4. Develop technical skills in a specific area of film and media production.

FILM 455 Cross-Platform Storytelling Units: 3.00

A practical special topic course that explores how a single story can be told across different popular media with special attention to emerging platforms and technologies, from graphic novels to video games, augmented reality to virtual reality.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply filmmaking theory and principles, and conceptualize a narrative work across each of these different platforms.
2. Evaluate and determine which platform or technology is best suited for the story they want to tell, then create and present an actual story prototype. Iterate on this prototype, based on peer feedback and discussions.
3. Explore, analyze and compare different storytelling platforms and technologies, drawing from extensive case studies and sample works.
4. Identify, assess and discuss the potential strengths and weaknesses of each.
5. Improve their practical understanding of different media and technologies, and identify possible career interests and opportunities.
6. Prepare for the changing multimedia industry.

**FILM 456 The Video Essay Units: 3.00**

This course will introduce students to the "Video Essay", a form of film and media study which combines textual or language based elements of conventional scholarly analysis with relevant audio-visual materials. Student video essay productions will use the essential component parts of media work directly in the analytical and production process.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze traditional text-based essay writing methods of analysis with the direct application to the production of audio and visual materials.
2. Contextualize the Video Essay as a mode of historical and critical understanding.
3. Convey factual information and scholarly opinion on the function of the Video Essay.
4. Demonstrate ability to produce critically and theoretically informed works through the Video Essay.
5. Interpret Video Essay themes, narratives and imagery in relation to specific technological, social and ideological contexts.

FILM 457 Film and Media Practicum I Units: 3.00

This course enables students to complete 100 hours of industry-focused practical experience, combined with various hands-on production opportunities or short work placements.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 108 (18 Lecture, 18 Laboratory, 18 Practicum, 18 Online Activity, 36 Private Study)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and a minimum grade of a B+ in FILM 250 and a minimum cumulative GPA of 3.0 or higher. Exclusion FILM 459.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop industry-focused skills through experiential learning.
2. Manage time in multiple professional contexts.
3. Participate in professional media making context.
4. Reflect on professional experience and apply learning to academic skills in Film and Media.
5. Train in skills applicable to working with media events.

FILM 458 Film and Media Practicum II Units: 3.00

This advanced course enables students to complete 100 hours of industry-focused practical experience, combined with various hands-on production opportunities or short work placements, building on previous experience in FILM 457.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 108 (18 Lecture, 18 Laboratory, 18 Practicum, 18 Online Activity, 36 Private Study)

Requirements: Prerequisite FILM 457/3.0. Exclusion FILM 459/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Create a curriculum vitae of all practicum experiences and develop a post graduation plan.
2. Develop a comprehensive summary of practicum experiences and learnings, emphasizing critical examination of the industry, and a detailed proposal for systemic change.
3. Develop industry-focused skills through experiential learning.
4. Manage time in multiple professional contexts.
5. Participate in professional media making context.
6. Reflect on professional experience and apply learning to academic skills in Film and Media.
7. Train in skills applicable to working with media events.

FILM 459 Film and Media Practicum Units: 3.00

This course enables students to complete 100 hours of industry-focused practical experience, combined with various hands-on production opportunities or short work placements.

Learning Hours: 116.4 (18 Seminar, 78 Practicum, 20.4P)

Requirements: Prerequisite Registration in a FILM Major, FILM Joint Honours, MAPP, or COFI Plan and FILM 250. Exclusion FILM 457; FILM 458.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop industry-focused skills through experiential learning.
2. Manage time in multiple professional contexts.
3. Participate in professional media making context.
4. Reflect on professional experience and apply learning to academic skills in Film and Media.
5. Train in skills applicable to working with media events.

FILM 460 Major Project Units: 6.00

Seminar that draws on students' previous work to enhance advanced research, production and writing for final project in creative writing, criticism, journalism, production and/or curating and programming film, media, and digital culture. Topics from theory, criticism, and history of film, media, digital culture, film festivals, media arts exhibitions and museums will be addressed to suit individuals. Examples from narrative, documentary, experimental film or digital media art will be analyzed. Student projects will be published online and/or exhibited at the new Isabel Bader Centre for the Performing Arts.

Learning Hours: 228 (36 Lecture, 36 Group Learning, 36 Online Activity, 120 Off-Campus Activity)

Requirements: Prerequisite (Level 4 or above and registration in the FILM Major Plan) or permission of the Department.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Build autonomy through individual research and expression, group research, critiques and presentations.
2. Critically deploy research methods in film, media, curation/programming to assess different or conflicting values.
3. Facilitate group interaction and demonstrate public speaking ability.
4. Formulate arguments and/or make creative/aesthetic decisions, and defend these choices in a critical manner.
5. Master the use of interactive presentation software and/or use of audio-visual software and hardware.
6. Participate as a member of a collaborative, critical community capable of providing strong feedback to peers in oral and written form.
7. Plan, develop, and execute a major research project.
8. Possess critical comprehension of film and media theories, genres, histories, and

**FILM 469 Advanced Animation Production Units: 3.00**

This course covers a variety of advanced animation techniques and allows students to explore physical materials and digital tools. Students conceptualize and create an animated short film.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite ANIM 200/3.0 or FILM 356/3.0 or FILM 377/3.0 or FILM 379/3.0 or FILM 394/3.0. Equivalency FILM 369/3.0*.

Course Equivalencies: FILM 369/3.0*, FILM 469/3.0

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Distinguish between a variety of animation styles and techniques.
2. Use a digital animation program competently.
3. Plan a technical workflow from start to finish.
4. Plan a narrative or experimental work through storyboarding and preliminary testing.
5. Explain aesthetic, theoretical, and social issues in one's own work and the work of others.
6. Implement strategies for sound-image synchronization.
7. Understand file specs and delivery issues such as video compression, frame rate, and resolution.

FILM 476 Social Documentary in Latin America Units: 3.00

This course covers the history of the documentary form on Latin America, from its origins to the latest forms of digital activism and transmedia strategies in these countries.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Assess the different strategies adopted by Latin American filmmakers to represent their reality and the social, political, cultural and artistic agendas behind them.
2. Deconstruct socio-political context behind the development of different Latin American documentaries and the way influences their creation.
3. Differentiate the cinematic and narrative value offered by films produced in the Latin American region.
4. Identify texts and manifestos that are key for the understanding of Latin American cinema and documentaries.
5. Recognize key documentaries in the history Latin American Cinema explain the relationship between selected films covered in class and their cultural and socio-political context, as well as the political and cultural aesthetics and trends related to them.
6. Review documentaries critically and employ specialized vocabulary when discussing them.

FILM 477 Black Aesthetics and Politics in Media: Studies in Race, Culture, and Art Units: 3.00

This course is a survey of Black aesthetics and politics as entwined and sometimes divergent categories. Race, culture, and art in context will frame the conversations around how media are created and experienced as well as how media content and forms persist through social norms and repetitions.

Learning Hours: 108 (36 Lecture, 24 Laboratory, 48 Private Study)

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Acquire skills to engage in critical analysis of Black media representation.
2. Critically articulate in academic writing the implications technologies of race and racism.
3. Navigate and parse divergent perspectives on Black media content, form, and cultural impact.
4. Understand Black visual arts in relation to historical and social political context.

FILM 500 Honours Thesis Units: 6.00

Open to students completing an Honours concentration in Film and Media, or Media and Performance Production. May be an essay or a film or video project. Apply for FILM 500 or FILM 501, but not both, to the Undergraduate Coordinator by end of Level 3.

NOTE To use Film and Media video equipment the student must have completed FILM 250.

NOTE Also offered online, consult Arts and Science Online.

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan and permission of the Department.

Offering Faculty: Faculty of Arts and Science

FILM 501 Honours Thesis Units: 3.00

Open to students completing an Honours concentration in Film and Media, or Stage and Screen Studies. May be an essay or a film or video project. Apply for FILM 500 or FILM 501, but not both, to the Undergraduate Coordinator by end of Level 3.

NOTE To use Film and Media video equipment the student must have completed FILM 250.

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan and permission of the Department.

Offering Faculty: Faculty of Arts and Science

FILM 510 Directed Studies Units: 6.00

Open to students completing an Honours concentration in Film and Media, or Stage and Screen Studies. Enables a student to pursue an area of study not covered in regularly offered courses. Applicants must obtain approval of the Undergraduate Coordinator and supervising instructor. NOTE To use Film and Media video equipment the student must have completed FILM 250.

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan and permission of the Department.

Offering Faculty: Faculty of Arts and Science

FILM 511 Directed Studies Units: 3.00

Open to students completing an Honours concentration in Film and Media, or Stage and Screen Studies. Enables a student to pursue an area of study not covered in regularly offered courses. Applicants must obtain approval of the Undergraduate Coordinator and supervising instructor. NOTE To use Film and Media video equipment the student must have completed FILM 250.

Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan and permission of the Department.

Offering Faculty: Faculty of Arts and Science

FILM 594 Independent Study Units: 3.00

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

NOTE Also offered at Bader College, UK.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

**FILM 595 Independent Study Units: 6.00**

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

FILM 596 Independent Study Units: 12.00

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

FILM 597 Independent Study Units: 18.00

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

Media and Performance Production (MAPP)**MAPP 200 Media and Performance I Units: 3.00**

This introductory course explores the integration of media and performance across a variety of contexts beyond traditional theatre and film. Students will be introduced to key theoretical concepts through which media and performance intersect, and will mobilize these concepts through their own original intermedial performance projects.

NOTE Administered by the Department of Film and Media

Learning Hours: 120 (24 Seminar, 36 Group Learning, 60 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze media and performance in terms of some key concepts applied to media-performance intersections in the field of performance studies.
2. Analyze the material and embodied dimensions of media/cultural practices.
3. Conduct technical research and select appropriate tools for interdisciplinary projects.
4. Contextualize media-performance intersections in terms of historical periods, artistic movements and political events within the last century.
5. Contextualize media-performance intersections in terms of their circulation networks and audiences.
6. Design and execute original performance projects integrating new approaches to performance.

MAPP 300 Media and Performance II Units: 3.00

The course explores the relationship between different media within and across traditional domains such as theatre, film, art, dance, and music. It also focuses on the multiplicity of interactive forms that encompass digital media, by studying digital media practices beyond changing art forms, commercial, and non-profit realms.

NOTE Administered by the Department of Film and Media
Learning Hours: 120 (24 Seminar, 36 Group Learning, 60 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan. Equivalency STSC 339/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Employ and create media tools for performance.
2. Mobilize the skills acquired throughout MAPP 200 and MAPP 300 in the making of collaborative projects.
3. Play with contextual and technological constraints for the creation of performances.
4. Understand in which ways objects, spaces, and media systems might convey identity and frame the performing body.

MAPP 311 Sound Production Units: 3.00

A production class exploring the formal concepts, historical underpinnings, and technical tools used in the production of independent sound works, or in the production of more elaborate sound components for video, film or theatrical projects.

NOTE Administered by the Department of Film and Media.
Learning Hours: 123 (36 Seminar, 15 Laboratory, 72 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan. Equivalency IDIS 311/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply sound recording skills to conceptualize and execute a creative audio project.
2. Demonstrate basic skills in environmental sound recording and interview recording and editing.
3. Demonstrate knowledge of recording history and theories of recorded sound.
4. Record and mix musical instruments, and record Foley-style sound effects.

MAPP 395 Internship Units: 3.00

Students can apply to undertake a practical internship in media or performance production, criticism, or curatorship. Approval will depend on the quality of the proposal and the academic record of the applicant. It is the responsibility of students, not the departments, to arrange internships. Internships can be completed in any academic term.
NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 120 (120 Individual Instruction)

Requirements: Prerequisite Registration in the MAPP Specialization and permission of the Department. Exclusion DRAM 395; FILM 395; MUSC 395; MUTH 395; MUTH 396.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply problem-solving skills in a real-world professional context.
2. Comprehend new strategies for interacting with professionals in the field.
3. Evaluate the needs of a project or company while working on-site.
4. Synthesize the value of a professional experience toward an overall career goal.



MAPP 400 Media and Performance Major Project Units: 6.00

This course will include a focus on the development of 'social design' as a framework for understanding the evolution of digital interactivity and live performance. Students will undertake a creative thesis project that experiments with or explores the intersection of live performance and media technology.

NOTE This course is administered by the Department of Film and Media.

NOTE Admission to Livestreamed Performances: estimated cost \$100.

Learning Hours: 228 (36 Lecture, 36 Group Learning, 36 Online Activity, 120 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan and MAPP 300. Exclusion IDIS 410.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify and discuss the artistic and creative roles of various digital technologies.
2. Translate artistic languages to fit into the specific media properties and expand boundaries of traditional art forms.
3. Develop ideas and strategies to transform theoretical research into concepts for media and performance production.
4. Work reflectively, critically and collaboratively to conceptualize and design cross-disciplinary art projects.

MAPP 401 Special Topics in Media and Performance Units: 3.00

An advanced course in developing expertise through research and praxis in specialized areas of media and performance.

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 30 Group Learning, 30 Private Study)

Requirements: Prerequisite Registration in a DRAM, FILM, MAPP, MUSC, or MUTH plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze media and performance in terms of some key concepts applied to media-performance intersections in the field of performance studies.
2. Understand various forms of circulation for performance.
3. Understand media and performance traditions in historical context.
4. Operate and integrate media with live performance.
5. Formulate arguments and/or make creative/aesthetic decisions, and defend choices.

MAPP 493 Visual Music Units: 3.00

An introduction to the history, theory, aesthetics and applications of Visual Music, a term broadly categorizing experiments in art and science which closely mesh visual and sonic media. Through workshops, practical production exercises and research assignments this course examines relationships between music and image from the 1600s to present.

NOTE Administered by the Department of Film and Media.

Learning Hours: 120 (36 Lecture, 24 Laboratory, 60 Private Study)

Requirements: Prerequisite Registration in a MAPP, FILM, DRAM, MUSC, or MUTH plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Create collaborative and solo studies in the theory and practice of visual musics.
2. Examine histories of visual music.
3. Learn and make use of various digital and analog platforms to create visual music works.
4. Understand historical and contemporary approaches to creating visual musics.