EXPANDED COURSE DESCRIPTION
FILM AND VIDEO
School of the Arts, Media, Performance and Design
Department of Cinema and Media Arts
FA / FILM 1001 3.0 SECTION A
MAKING MEDIA
FALL 2020 / WINTER 2021

COURSE CALENDAR DESCRIPTION

Offers a production course designed to introduce students to a wide array of media arts practices and theories through hands-on exercises, lectures, screenings and tutorials. The course focuses on how new technologies have affected the traditional fields of cinema and media studies, and how the internet and ubiquitous computing devices such as smartphones are an indispensable part of producing media in a changing world. Course credit exclusion: FA/FILM 1010 3.00. Degree requirement for Cinema and Media Studies majors. Open to non-majors by permission of the department.

INSTRUCTOR(S)

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<tr>
<th>Name</th>
<th>Section / Format / Term</th>
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<tr>
<td>Vieira, Tony</td>
<td>Sec. A / LECT / F</td>
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SPECIAL FEATURES

Course Director: Dr. Tony Vieira
Office: Centre for Film and Theatre CFT230
Office Hours: Wednesdays 3:00-4:00pm via zoom (e-mail for appt)
E-mail: vieirat@yorku.ca

Class Website: moodle.yorku.ca

Location: FA/FILM 1001 will be delivered asynchronously with all lectures being posted to Moodle.

Technical requirements for taking the course: Students will be required to have access to a computer and high speed internet connection in order to access asynchronous lectures and attend tutorials. A webcam may be required for participation in tutorials.

Course Description: Students will study and interrogate the ways by which a variety of approaches to media creation can shape content and its reception. Range of material to be explored will include: film, episodic television, advertising, podcast, song, opera, social media, graphic novel, video game, and more.

Objectives: The course title says it all, students will be making media. Investigations of digital media as a vehicle for communicating stories, concepts and abstract themes will lead to student experiments and explorations in turning their own ideas into tangible, digital things.

TOPICS AND CONCEPTS

Topics and Concepts: Storytelling, remix, visual narrative mashup, world-building, ambient narrative, locative media, and sound art.
Learning Outcomes: Opportunities for critical reading, listening, and viewing will be presented as a way of encouraging thoughtful media consumption and creation. Experimentation will lead to tinkering, and eventually to ‘learning through making’ as students use a range of software applications for creating and editing photos, sound, and video.

Tutorials:

LIST OF LEARNING OUTCOMES AND EXAMPLES OF

Course Management: The Course Director and Tutorial Leaders will work as a teaching team. Although the Course Director will coordinate the lectures, all members of the team will attend and participate. The Tutorial Leaders, who are graduate students in the Department of Cinema and Media Arts, will lead tutorial sections of the course. Problems encountered in the course may be discussed with any member of the team, but in most cases it would be most appropriate to speak first with your Tutorial Leader.

Required Texts
Weekly required reading or links to readings will be posted on Moodle.

Required equipment and materials:
• computer equipped with GIMP, Audacity, video editing software, and internet access
• smartphone capable of shooting photos and video

GRADED ASSESSMENT

Graded Assessment:
15% Participation (attendance & tutorial discussion contribution)
15% Weekly creation projects, reflections, and activities
20% Location-aware media project (due Thursday, October 8)
20% Essay: term project proposal (due Thursday, November 5)
30% Term project: combination of media-making techniques covered throughout term (due Thursday, December 3)

(100% Total)

Multimedia Personal Journaling
Each class will include creative work, although not all work will be submitted. This functions as an opportunity for students to be uninhibited in their expression of ideas and experiences, with the knowledge that they can choose to keep some of these creative works for themselves.

Timelapse Photo Album
Students will be required to take a daily (or almost daily) photo of the same location of their choosing. The photo should include human-made and natural elements. The natural elements should function as a method of showing the passage of time. This series of photos will be incorporated into the final term project.

** Instructions for assignments and weekly creative tinkering will be discussed in class and tutorials.

Schedule of Topics and Readings (SUBJECT TO CHANGE):

Week 1 (September 10) Welcome to Making Media
Reading: Humans of New York series. https://www.humansofnewyork.com/series. (Read a story that is of interest to you).

Week 2 (September 17) Mashup, Remix, and Juxtaposition
Viewing/Playing: 7x7


Week 3 (September 24) Oral Histories, Podcasts, and Sound Design.


Viewing: Curse Cures (2009), The Urge to Run a Lap (2017) by Lesley Loksi Chan.

Week 4 (October 1) I Have No Words: Visual and Non-verbal Narratives


Week 5 (October 8) Sonic Cartography (The Sound of Place)


Week 6 (October 22) Listen Up

Reading: Milena Droumeva (2005) UNDERSTANDING IMMERSIVE AUDIO: A HISTORICAL AND SOCIO-CULTURAL EXPLORATION OF AUDITORY DISPLAYS


Listening: “So a Monkey and a Horse Walk into a Bar,” This American Life podcast (2017).


Week 7 (October 29) How to Change a Mind: The Art of Persuasion


Viewing/Playing: Fort McMoney

Viewing: Punishment Park (1973) Susan Martin & Peter Watkins

Week 8 (November 5) Let’s Get Lost: Experimentation & Exploration


Week 9 (November 12) Augmented & Virtual Reality


Week 10 (November 19) Augmented & Virtual Reality continued


Viewing: Cut-Off VR (2016) by J. Lee Williams. (360° visit to a First Nation in Canada without access to clean water).


Week 11 (November 26) Here, There and Everywhere. Hypermedia, Ambient, and Ergodic Narratives
Week 12 (December 3) FILM1001 Highlights & Bloopers: Roundup of Course Content
Reading: David Foster Wallace (2005). This is Water.

Many courses utilize Moodle, York University's course website system. If your course is using Moodle, click here to access it.

Moodle @ York University