

FILM AND MEDIA

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, 2



COURSES: 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 of media as a platform for discussion of animation.
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

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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 S •





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 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: Registrar's as an artist



FILM 220 Anim



FILM 225 The Comedy Film Units: 3.00



FILM 240 Media and Popular Culture Units: 3.00



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.

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FILM 300 Hollywood



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, I



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



FILM 324 Canadian Film and Media: Documentary/
Experimental/Animation Units: 3.00
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FILM 337



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FILM 339 Media and Culture at the End of the 20th
Century Units: 3.00
This course will focus on the rapid technolTI

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.

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Requirements: Prerequisite Registration in a FILM, MAPP, or COFI Plan.
Offering Faculty: Faculty of Arts and Science
Course Learning Outcomes:~~

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~~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 des- adicty oy e ou



FILM 389 The Music Video Units: 3.00
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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, stages of editing, scrubbing, 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 keyframing (position, rotation, scale, opacity, in relays, image post-prod)



FILM 450 The Business of Media Units: 3.00
A 12-week course that serves as a general primer omer



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



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 regularlyl





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 to work



MAPP 401 Special Topics in Media and
Performance