

NORTHERN NEW MEXICO COLLEGE



Course Number Course Name	FDMA 1110 FILM HISTORY
Credit Value (Breakdown of theory and lab credits)	(3, 3T+0S)
Catalog Course Description	This course surveys the history of cinema - investigating the process by which the original "cinema of attractions" evolved into a globally dominant form of visual storytelling. We will explore the development of cinema both as an art form and as an industry, and consider the technological, economic, cultural factors, and key international movements that shape it. Prerequisite: ENGL 1110N
Course Student Learning Outcomes/ Objectives/ Competencies	<ol style="list-style-type: none"> 1) Develop appreciation for the history of cinema, in order for students to be able to engage with an important aspect of global communications through documentary and narrative film history. 2) Develop knowledge of the key eras in the history of US cinema, so that students can place motion picture history in the appropriate context of American history, world history, and the technology of film production. 3) Learn the characteristics of major movements in international cinema, so that students will be able to contextualize films in the arena of global events throughout the 20th century. 4) Explain technological innovations that were necessary for, and integral to, the advancement of cinema, so that students understand filmmaking as a history of technological innovation. 5) Recognize the various elements that go into telling a story in cinema, so that students understand film history as a construct of storytelling.

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College-Wide Student Learning Outcomes measured (General education courses only)

Communication: Students will study the theory of cinema and practice the craft of expression through film. Students will consider varying approaches for varying audiences and purposes. Students will evaluate the effectiveness of their expression and that of others. Expression may be personal or intentionally objective and may be fictional (narrative) or non-fictional (documentary).

Critical Thought: Students will evaluate the bias and accuracy of their creations and those of others, mindful that bias is unavoidable and in the case of fictional characters intentional. Students will grapple with project management and teamwork. They will delve into artistic, non-scientific thought yet learn the machinery of film and television.

Cultural Sustainability: Students will embrace the power and responsibility of personal expression and learn skills--including respect and empathy--to help others communicate their wants, needs and opinions.

Information Competency and Research: To document and interpret the world, students will use current technology such as digital cameras; editing workstations and software; and the basic machinery and technology of filmmaking.

Program Student Learning Outcomes measured

PSLO 1
Develop an aesthetic understanding of media production and technical proficiency in areas such as video and visual production, writing and digital media development.

PSLO 2
Demonstrate an understanding of culture, media, and society, and the history thereof.

PSLO 3
Critically analyze a film, or media such as television or new media

PSLO 4
Evaluate the impact of media and effectively articulate various perspectives on aspects of media in written and in verbal communication