

Art 1306: Art and Film

Fall 2026

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ART 1306 - Art and Film

Course Introduction:

ART 1306 - Art and Film - This course explores the dynamic relationship between visual art and cinema. Throughout the semester, we will delve into how filmmakers use artistic techniques to enhance storytelling, create visual impact, and convey deeper meanings.

Purpose and Objectives:

This is an online course that explores the world of art through film and reading. Students will familiarize themselves with a selection of contemporary and historical artists, artworks, and topics, using a cultural and thematic approach.

This course has no prerequisite requirements

Course Format: The course is entirely online and will include a combination of reading assignments, film screenings, discussion assignments, group projects, and quizzes. Students will have the opportunity to analyze films and participate in group discussions.

Course Schedule: You are encouraged to log into the class daily to stay current on the course materials.

- Week 1-2 – Complete Module 1-Introduction to Cinema reading assignments. Complete the Module 1 quiz. Complete Discussion assignments. Complete Film Response Essay Assignment.
- Week 3-4 - Complete Module 2- How to Watch a Movie reading assignments. Complete the Module 2 quiz. Complete discussion assignments. Complete Film Response Essay Assignments.
- Week 5-6 - Complete Module 3- Mise-en-Scene reading assignment. Complete the Module 3 quiz. Complete Discussion Assignments, Complete Film Response Essay Assignments.
- Week 7-8- Complete Group Project #1 “Win Over a Skeptical Friend”.
- Week 9-10 - Complete Module 4- Trailer Discussion and Film Essay Assignments
- Week 11-12 - Complete Modules 5: Trailer Discussion and Film Essay Assignments.
- Week 13-15 – Complete Group Project #2 The American Experience in Film”.

Textbook: There is no textbook for this class. All learning materials are uploaded into the course content. Students must locate, rent, and watch several online movies and films. The cost of renting these films is the students' responsibility. All efforts will be made to provide free or less expensive access to as many of these assignments as possible.

Please be advised that some of the material may contain strong language and situations.

During this course, students may encounter work or topics they feel are offensive. Students are allowed to be offended, but they do not have the right to violate the instructor's or fellow students' right to freedom of speech. Furthermore, being offended is not an acceptable reason to fail to perform the work of the class.

Student Learning Outcomes:

1. Critical thinking: Students will learn to include creative thinking, innovation, inquiry and analysis, evaluation, and synthesis of information.
2. Communication: Students will learn how to include effective development, interpretation, and expression of ideas through written, oral, and visual communication.
3. Teamwork: Students will examine works of art as a group, which includes the ability to consider different points of view and to work effectively with others to support a shared purpose or goal.
4. Social Responsibility: includes intercultural competence, knowledge of civic responsibility, and the ability to engage effectively in regional, national and global communities.

Course Objectives:

- Understand the historical and cultural contexts in which art and film intersect.
- Analyze the visual language of cinema and its connections to traditional art forms.
- Examine the works of influential filmmakers and artists who have shaped the visual aesthetics of film.
- Develop critical thinking skills through the analysis of films and artworks.
- Create projects that demonstrate an understanding of the interplay between art and film.

Assessment: Course Requirements and Grade Evaluation

The course is worth a total of 710 points.

Final Point Grading Scale:

710-639 = A

638-568 = B

567-497 = C

496-426 = D

495 and below = F

Module Quizzes (120 points total) - Three online unit quizzes will consist of multiple-choice and true/false questions. Each exam will be worth 40 points, or 17 % of the course grade. All quizzes are delivered online through Canvas.

Film Reviews and Critical Responses Papers (350 points total) - You must watch 7 full-length films or documentaries and write 7 essays, 300-600 words. Each essay is worth 50 points or 49% of your final grade. These films are on various online streaming services (Netflix, Amazon, Hulu, YouTube, etc.). It is your responsibility to locate these films.

Discussion Questions and Activities (120 points total) - There will be 10 discussion questions and activities. These are related to each module's lecture materials and will serve as the in-class participation you would have if this were a traditional face-to-face class. These will include movie trailer reviews and your thoughts on website visits. You will be graded on the quality of your responses, not the length of the responses. There is no right or wrong answer, and you will not receive credit unless you don't respond to them. Each discussion assignment is worth 10 points or 17% of your final grade.

Group Projects (120 total) - There will be 2 project, students will be divided into small groups to complete these projects. This will count as 17% of your final grade.

Grades will be based on both the quality of the final group project and your participation and contribution to the group. Active involvement, teamwork, communication, and meeting deadlines are expected throughout the project.

Minimum Technology Requirements: Students will need access to a computer with a high-speed internet connection to access Canvas and complete the film assignments.

Important: IP and hardware problems are not excuses for missing deadlines and submission of assignments. Students can access Canvas on the UT Tyler campus in the Computer Lab and Library.

Minimum Student Skills: This course utilizes digital resources in Canvas. Students must know how to use Microsoft Word and Canvas. Be aware that not all functions of your Canvas course may be available on smartphones or tablets. You must have a computer and know the software to complete the course.