

## **Art 1306: Art and Film**

Summer 2 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 lectures, film screenings, discussions, and quizzes. Students will have the opportunity to analyze films and participate in group discussions.

**Course Schedule:** Since the course is in a 5-week summer schedule, you are encouraged to log into the class daily to stay current on the course materials.

- Week 1 – Complete UT Tyle Syllabus Module. Complete Module 1-Introduction to Cinema reading assignments. Complete the Module 1 quiz. Complete the “Hollywood and Filmmaking” trailer discussion assignment. Complete “Hollywood and Filmmaking” Film Response Essay Assignment.
- Week 2 - Complete Module 2- How to Watch a Movie reading assignments. Complete the Module 2 quiz. Complete “The Power of Art” and “NYT Top 100 Films of the 21<sup>st</sup> Century” trailer discussion assignments. Complete “The Power of Art” Film Response Essay Assignments.
- Week 3 - Complete Module 3- Mise-en-Scene reading assignment. Complete the Module 3 quiz. Complete What are Themes and Genres in Films, Music, and Film Discussion Assignments, and “The Voiceover and Dubbing” film essay.
- Week 4 - Complete Modules 4, 5, and 6: Trailer Discussion Assignments.
- Week 5 - Complete Module 4, 5, and 6 Film Response Essays.

- Week 6 - Complete Final Project “Win Over a Skeptical Friend” Group Project

**Textbook:** There is no text 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.

### **Topics Covered:**

- The evolution of visual art and its influence on early cinema.
- The role of set design, cinematography, and visual effects in film.

- Case studies of films inspired by famous artworks and artists.
- The impact of avant-garde and experimental art movements on filmmaking.
- The use of color, composition, and symbolism in both art and film.

**Assessment:** Course Requirements and Grade Evaluation

The course is worth a total of 630 points.

**Final Point Grading Scale:**

630 - 567 = A

566 - 504 = B

503 – 441 = C

440 - 378 = D

377 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. All quizzes are delivered online through Canvas and will be 19% of the final course grade.

Film Reviews and Critical Responses Papers (300 points total) - You must watch six full-length films or documentaries and write six essays, 300-600 words. Each essay is worth 50 points. All essays will count as 48% 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 (110 points total) - There will be 11 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 if you don't respond to them. Each discussion assignment is worth 10 points. All will count as 17% of your final grade.

Final Group Project (100 points total). For this project, students will be divided into small groups to complete the projects. This will count as 16% of your final grade.

**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. Students must be able to download and upload complete files 4 (jpeg, doc, docx, or pdf) with text and images, attach documents to emails, download and upload documents to the submission for assignments, and access content via links provided within Canvas. Please note that only the following file types will be accepted for assignment submissions: jpeg, doc, docx, or pdf. 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.