



UNIVERSITY OF GOTHENBURG

THE IT FACULTY BOARD

TIG094, Digital Movie Making I, 7,5 higher education credits

Digital Movie Making I, 7.5 högskolepoäng

First Cycle

1. Confirmation

The course syllabus was confirmed by The IT Faculty Board on 2009-09-23 and was last revised by The IT Faculty Board on 2011-08-25 to be valid from 2013-04-02.

Field of education: Science 100 %

Department: Dep of Applied Information Technology

2. Position in the educational system

The course is a single subject course and part of the course package in visualization.

3. Entry requirements

The course is accessible for students who have either

1. completed 30 hp at a bachelor level in subjects related to art, design, media, communication or equivalent" or

2. equivalent professional experience, defined as being employed or running a private company for at least two years, with a position and/or work tasks related to art, design, media, communication or equivalent.

The course is given in English and the student should have sufficient knowledge of spoken and written English.

4. Course content

The course consists of introductory theory (lectures and seminars), and various practical assignments (individual workshops and a groupbased short film production assignment).

5. Learning outcomes

After completing the course the student is expected to be able to:

Knowledge and understanding

- discuss the narrative structure of a movie script, e.g the conflict and the characters

Skills and abilities

- analyze the visual style of a movie, describing the movie world and how the way we see it is constructed
- identify story problems from an audience and production viewpoint, and propose creative improvements
- suggest appropriate and creative use of digital production method in relation to the story that is to be told
- plan, setup and shot a simple live action scenes with digital cameras
- do basic editing of a short movie, compiling images and sound into a narrative sequence
- create 3d graphics, achieving the visual style appropriate for the specific story and production design

Judgment and approach

- argue for digital versus analog movie production, distribution and exhibition

By the end of the course the student should be able to contribute on a professional level in smallscale international movie productions.

6. Literature

See separature literature list.

7. Assessment

The course includes one module examined in the form of a short film group project, as well as active discussions in movie and literature seminars.

The project involves the development of the digital moving images. The project is assessed based on three perspectives; creative content, appropriate desiogn solution and technical quality. The project is presented verbally and submitted digitally.

A student who has failed the same examination twice has the right to request of the department a change of examiner. The request is to be writing and submitted as soon as possible. The department is to grant such a request without undue delay.

8. Grading scale

The grading scale comprises Fail (U), Pass (G), Pass with Distinction (VG).

Pass (G): Completed script and short film and participation on two seminars, and final presentation.

Pass with distinction (VG): The above, plus participation in all three seminars, and the short film well done.

The movie project is assessed from three perspectives: crative and interesting content, artistic quality, and technical quality.

9. Course evaluation

Students are to be given the opportunity to communicate their experience and views regarding the course they are in or have finished by participating in anonymous course evaluation. As far as possible, evaluations are to be completed electronically. The results of course evaluations are to be made accessible to students.

Processed results of the latest evaluation, including changes made or planned, are also to be made available to participants in the next round of the course.

10. Additional information

Language of instruction: English.

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