Department Website: http://cms.uchicago.edu

PROGRAM OF STUDY

The major program in Cinema and Media Studies provides a framework within which students can approach the history of film and related media from a variety of historical, critical, and theoretical perspectives. Focusing on the study of the moving image, as well as sound, the program enables students to analyze how cinema creates meanings through particular forms, techniques, and styles; how industrial organization affects the way films are produced and received; and how the social context in which they are made and circulated influences our understanding of the medium.

At the same time, the goal is to situate the cinema and related media in broader contexts: modernity, modernism, and the avant-garde; narrative theory, poetics, and rhetoric; commercial entertainment forms and consumer culture; sexuality and gender; constructions of ethnic, racial, and national identities; and international media production and circulation.

Students focusing their studies in the Cinema and Media Studies major will be trained in critical, formal, theoretical, and historical thinking and analysis. The curriculum fosters discussion and writing skills, and students will gain the tools to approach film history as well as today’s media environment within specific cultural contexts and broad transnational perspectives.

MAJOR PROGRAM IN CINEMA AND MEDIA STUDIES: STANDARD TRACK

Students wishing to major in Cinema and Media Studies may approach the Director of Undergraduate Studies early in their second year to help construct their course plan going forward; this meeting should take place by the end of Spring Quarter of a student’s second year. Participation in the major must be declared by submitting the Major Requirements Approval Form (https://humanities-web.s3-us-east-2.amazonaws.com/cms/prod/2022-07/Major%20Course%20Agreement%20Form%202023.pdf) to the Director of Undergraduate Studies, and the subsequent approved paperwork will be sent to the student’s College adviser for official registration.

The Standard Track in Cinema and Media Studies is designed for students who wish to complete the major, but not complete a BA thesis project. This track is ineligible for honors. Students majoring in Cinema and Media Studies must receive quality grades (not P/F) in all twelve (12) courses to meet the requirements of the program.

The following courses are required:

- CMST 10100 Introduction to Film Analysis: This course provides an introduction to the basic concepts of film analysis. It should be completed before other Cinema and Media Studies courses.
- CMST 28500 History of International Cinema I: Silent Era
- CMST 28600 History of International Cinema II: Sound Era to 1960
- CMST 28700 History of International Cinema, Part III: 1960 to Present

Elective Courses: The seven (7) electives should be chosen based upon the student's interest, and must either originate in or be cross-listed with Cinema and Media Studies. Students are welcome to consult the Director of Undergraduate Studies on course selections. Students are encouraged to consider broad survey courses as well as those with more focused topics (e.g., courses devoted to a single genre, director, or national cinema).

- CMST 29201 Advanced Seminar - Autumn or CMST 29202 Advanced Seminar - Spring: The Shape of Cinema: Open only to upper-year students who have declared a major in Cinema and Media Studies, the Advanced Seminar functions as a capstone course. It will allow students the opportunity to explore in more depth key disciplinary and methodological questions related to the study of cinema and media. Particular topics will be determined by the individual faculty instructor and will vary from the Autumn to Spring Quarters and from instructor to instructor. Majors are required to enroll in one section, but are welcome to use the second as an elective for their major requirements if the subject matter is of interest.

MAJOR PROGRAM IN CINEMA AND MEDIA STUDIES: INTENSIVE TRACK, WRITTEN THESIS OR INTENSIVE TRACK, PRODUCTION THESIS

The Intensive Tracks of the Cinema and Media Studies major are designed for students who wish to complete the major with a senior thesis, making them eligible to receive honors. Intensive Track students will complete all coursework required under the Standard Track major; they will also elect to complete either a written project or a production project and will complete one Thesis Workshop series over the course of their final year. The workshops will be supplemented with one-on-one meetings with their dedicated BA Preceptor,
who will help the student with the formation and execution of the student's project. Students must also enroll in CMST 29900 Senior Thesis during the quarter they intend to graduate.

Students in the Intensive Track major must take one (1) of the following workshop series, depending on whether they are completing a Written or Production Thesis. Please note that pursuing a Production Thesis requires approval of a written proposal (see below).

CMST 27299 Intensive Track - Written Thesis Workshop: This series of workshops—comprised of approximately 10 meetings across the whole academic year—will provide support for students focusing on the Written Thesis Project through the entire academic year. It is taught by the Director of Undergraduate Studies and supplemented by regular meetings with a designated preceptor. The workshops are intended to guide students through the process of thesis writing, from developing a research question to determining the most appropriate research method for its exploration to integrating suitable theoretical insights to writing compellingly about media objects to the nuts and bolts of exposition. Students will enroll in this 100-unit course in Autumn Quarter and will receive their grade at the completion of Spring Quarter.

CMST 28999 Intensive Track - Production Thesis Workshop: This series of workshops—comprised of approximately 10 meetings across the whole academic year—will provide support for students focusing on the Production Thesis Project through the entire academic year. It is taught by a production-focused faculty member and supplemented by regular meetings with a designated preceptor. The workshops are intended to guide students through the necessary steps in the realization of a film project, from pre-production to production to post-production. Students will enroll in this 100-unit course in Autumn Quarter and will receive their grade at the completion of Spring Quarter.

CMST 29900 Senior Thesis: Students completing an Intensive Track major must also enroll in the zero-credit course CMST 29900 during the quarter in which they intend to submit their thesis project and graduate. Students enroll in CMST 29900 using the section number of their BA thesis adviser, which can be obtained from the departmental coordinator in Cinema and Media Studies or the student's College adviser. CMST 29900 cannot be used to fulfill any other major coursework requirements.

Proposing a Production Thesis Project

To be considered for the Production Thesis, students must have taken at least three production courses by the end of Autumn Quarter of their fourth year. Of these courses, two must originate (https://cms.uchicago.edu/courses/) within the Department of Cinema and Media Studies and be taught by Cinema and Media Studies faculty—cross-listed courses taught outside of Cinema and Media Studies do not fulfill this requirement. The third course can originate in either Cinema and Media Studies, Visual Arts, or Theater and Performance Studies, but must be approved by the Director of Undergraduate Studies.

Some additional notes:

• Students should prioritize enrolling in two production courses taught by Cinema and Media Studies faculty (https://cms.uchicago.edu/courses/) before submitting a thesis proposal in year 3.
• One production course may be taken during Autumn Quarter of the student's fourth year if necessary.
• Two-quarter courses must be taken in sequence (ex. CMST 23930 + CMST 23931 or CMST 28921 + CMST 28922), and prerequisites must be met prior to enrollment.

In Spring Quarter of year 3, students must meet with the Director of Undergraduate Studies to declare their intention to complete an Intensive Track major and discuss the focus of their required Production Thesis. By the seventh week of the quarter, students submit a written proposal that describes the project and suggests a timeline for the work to be accomplished. The writing of screenplays/storyboards alone will not be considered for the Production Thesis.

Some guidelines for the form and substance of the Production Thesis proposal:

• The proposal should be no more than three (3) pages single-spaced.
• The proposal should contain three (3) sections:
  • Section 1: A synopsis of the project and an explanation of the significance of the project.
  • Section 2: A list of production courses taken; estimated length of the project; a description of the locations, actors, and/or social actors for the project and whether or not the student has access to these; and equipment required.
  • Section 3: A short plan and timeline of the project to be completed.

The Director of Undergraduate Studies and other Cinema and Media Studies faculty members will evaluate all proposals, and decisions will be made by the last week of Spring Quarter. Decisions are based primarily on the feasibility of the project, the quality of the proposal, and the student's performance in required production courses. Priority will be given to projects proposing a documentary or experimental short. The number of projects approved may be limited by the advising capacity of the Cinema and Media Studies faculty.
Production Thesis students will work closely with the production advisor for the duration of their project, from conceptualization to the end result. The final version is due by the fourth week of the quarter in which the student plans to graduate (most often in Spring Quarter).

The Production Thesis Project must be accompanied by a supplemental paper establishing the relationship of the film or video component of the project to film, video, or media history, theory, or modes of production. This paper may incorporate an analysis of the production and post-production process. The paper will be submitted at the time of final submission of the creative work.

Double Majors and the Senior Thesis Project

Whether or not a single BA thesis can satisfy the requirements for a double major in Cinema and Media Studies and another program is decided by the department on a case-by-case basis. The criteria on which the decision is based include:

- The degree to which the resulting thesis is likely to speak from and to cinema and media studies, even as it necessarily speaks from and to another field.
- The feasibility of the proposed advising arrangements for the proposed joint thesis.
- The department's estimation of the student's track record for independent work that bodes well for writing a successful thesis while navigating between two majors.

A student who wishes to write a single BA thesis for a double major in Cinema and Media Studies and another program must meet with the Director of Undergraduate Studies, as well as submit a letter (one page, double-spaced) explaining the student's request for the department's approval. The letter should be addressed to the Director of Undergraduate Studies.

SUMMARY OF REQUIREMENTS: MAJOR TRACKS

Standard Track Major

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<thead>
<tr>
<th>Course Code</th>
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<th>Units</th>
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<tbody>
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<td>100</td>
</tr>
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<tr>
<td>CMST 28700</td>
<td>History of International Cinema, Part III: 1960 to Present</td>
<td>100</td>
</tr>
<tr>
<td>Seven (7) electives originating in or cross-listed with Cinema and Media Studies</td>
<td>700</td>
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One of the following:

- CMST 29201 Advanced Seminar - Autumn
- CMST 29202 Advanced Seminar - Spring: The Shape of Cinema

Total Units 1200

Intensive Track - Written Thesis Project

<table>
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<td>700</td>
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<tr>
<td>CMST 27299</td>
<td>Intensive Track - Written Thesis Workshop ¶</td>
<td>100</td>
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<tr>
<td>CMST 29900</td>
<td>Senior Thesis §</td>
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One of the following:

- CMST 29201 Advanced Seminar - Autumn
- CMST 29202 Advanced Seminar - Spring: The Shape of Cinema

Total Units 1300

Intensive Track - Production Thesis Project

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One of the following:

- CMST 29201 Advanced Seminar - Autumn
CMST 29202  Advanced Seminar - Spring: The Shape of Cinema

Total Units 1300

* Cinema and Media Studies courses eligible for the general education requirement in the arts (CMST 14400 Film and the Moving Image; CMST 14500-14599) may not be used to satisfy requirements in the Cinema and Media Studies major or minor.

¶ Enrollment for Intensive Track Workshops is open only for students completing a thesis project in Cinema and Media Studies. Student enroll in Autumn Quarter and workshop meetings continue through the whole academic year. Student receive a final grade at the conclusion of Spring Quarter.

§ Students completing an Intensive Track major must enroll in CMST 29900 (zero-unit course) in the quarter they are graduating. This course allows for the Thesis Project grade to appear on the transcript.

STUDY ABROAD

The College's Winter Quarter Cinema and Media Studies program in Paris provides undergraduate students with an opportunity to explore the study of film and related media at the University of Chicago Center in Paris. The program includes two courses that can be used toward the College's general education requirement in the arts, while the third course may be used as either an elective or within the Cinema and Media Studies major. The first two courses may also be eligible for credit within the Cinema and Media Studies major if the general education requirement in the arts has already been fulfilled and with approval from the Director of Undergraduate Studies in Cinema and Media Studies. Program participants also take a French language course. For more information or to apply, visit the Study Abroad website (http://study-abroad.uchicago.edu/programs/paris-cinema-and-media-studies/).

GRADING

With the exception of the Intensive Track workshops (CMST 27299 and CMST 28999) students majoring or minoring in Cinema and Media Studies must receive a quality grade in all courses required to fulfill requirements. With prior consent of the instructor, non-majors may take Cinema and Media Studies courses for P/F grading.

ADVISING

In order for students to declare a major in Cinema and Media Studies, they must have a Major Course Agreement Form approved by the Director of Undergraduate Studies; this form grants approval for elective courses. It is also when the student can decide which track to follow through the major—the Standard (non-thesis) Track, the Intensive Track Written Thesis, or the Intensive Track Production Thesis. Students looking to do one of the intensive tracks must declare during their third year in the College.

HONORS

Students who have earned an overall GPA of 3.25 or higher and a Cinema and Media Studies major GPA of 3.5 or higher are eligible for honors. To receive honors, the BA thesis must demonstrate exceptional intellectual and/or creative merit in the judgement of the faculty adviser (and second reader, if necessary), the Director of Undergraduate Studies, and the Master of the Humanities Collegiate Division. If the student's BA thesis adviser is not currently a Cinema and Media Studies faculty member or affiliate, a CMST faculty member or affiliate must act as a second reader.

MINOR PROGRAM IN CINEMA AND MEDIA STUDIES

The minor program in Cinema and Media Studies is designed for students who wish to develop substantial knowledge in the discipline. Students minoring in Cinema and Media Studies must receive quality grades (not P/F) in all six (6) courses taken to meet the requirements of the program.

Courses in the minor (1) may not be double counted with the students major(s) or with other minors; and (2) may not be counted toward general education requirements.

The following three (3) courses are required:

CMST 10100 Introduction to Film Analysis: This course provides an introduction to the basic concepts of film analysis. It should be completed before other Cinema and Media Studies courses. Students in the minor must take two (2) of the three offered History of International Cinema courses:

- CMST 28500 History of International Cinema I: Silent Era
- CMST 28600 History of International Cinema II: Sound Era to 1960
- CMST 28700 History of International Cinema, Part III: 1960 to Present

Elective Courses: The three (3) remaining courses must be at the 20000-level or above and must originate in or be cross-listed with Cinema and Media Studies. Students are encouraged to select courses that develop a sustained area of inquiry (e.g., film theory or new media) or demonstrate a breadth of knowledge in the field.
Students should choose courses based upon their interest and should discuss their elective choices with the Director of Undergraduate Studies.

**SUMMARY OF REQUIREMENTS: MINOR TRACK**

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<tr>
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</table>

Three electives at the 20000 level or above that originate in or have a recognized cross-list with CMST

Total Units: 600

* Cinema and Media Studies courses eligible for the general education requirement in the arts (CMST 14400 Film and the Moving Image; CMST 14500-14599) may not be used to satisfy requirements in the Cinema and Media Studies major or minor.

**CINEMA AND MEDIA STUDIES COURSES**

Please also visit the Courses page on the Cinema and Media Studies website at cms.uchicago.edu/courses (http://cms.uchicago.edu/courses/).

**CMST 10100. Introduction to Film Analysis. 100 Units.**
This course introduces basic concepts of film analysis, which students will discuss through examples from different national cinemas, genres, and directorial oeuvres. We will consider film as an art form, medium, and industry, and cover all the major film types: silent, classical, and contemporary narrative cinema, art cinema, animation, documentary, and experimental film. We will study the cinematic techniques: mise-en-scène, cinematography, editing, and sound, and learn how filmmakers design their works. Films discussed will include works Orson Welles, Sergei Eisenstein, Shirin Neshat, Lucrecia Martel, and Wong Kar Wai.
Equivalent Course(s): ARTV 20300, ENGL 10800

**CMST 14350. Videogame Level Design. 100 Units.**
Level design is the process of creating interactive virtual environments and scenarios. Through the deliberate placement of game assets, a level designer can evoke emotions and a sense of flow for the player. Similarly, in architecture, considerations are made into how aesthetics and form impact the experience of built environments. In this course, we will explore the level design of 3D games through an architectural lens and investigate how these conditions incentivize gameplay. With a focus on theories and techniques, we will develop a language to examine and analyze virtual worlds and the purpose behind their design. Course materials include foundational architecture texts, writings on games, talks by practicing designers, and gameplay.
Equivalent Course(s): MAAD 14350

**CMST 14400. Film and the Moving Image. 100 Units.**
This course seeks to develop skills in perception, comprehension, and interpretation when dealing with film and other moving image media. It encourages the close analysis of audiovisual forms, their materials and formal attributes, and explores the range of questions and methods appropriate to the explication of a given film or moving image text. It also examines the intellectual structures basic to the systematic study and understanding of moving images. Most importantly, the course aims to foster in students the ability to translate this understanding into verbal expression, both oral and written. Texts and films are drawn from the history of narrative, experimental, animated, and documentary or non-fiction cinema. Screenings are a mandatory course component.

**CMST 14503. Cinema in Theory and Practice. 100 Units.**
This class is only offered through the Study Abroad Program in Paris. This course looks at film theory through the lens of film practice. Readings, screenings, and exercises focus on fundamental cinematic parameters and their complex practical uses. We look at several masterpieces of French cinema to compare film theory to film practice, read testimonies from filmmakers, and develop sophisticated skills of film appreciation, critique, and analysis.

**CMST 14505. Visual Style in Still and Moving Images. 100 Units.**
The aim of this course is first to introduce students to the world of French-language animation and comics (BD or bandes dessinées) by providing a historical overview of both forms. In addition, the course provides an alternative genealogy of cinema by exploring how common techniques and elements of style have emerged through ongoing processes of adaptation, coproduction, and intercommunication between still and moving images, between comics and animation. Screenings will highlight animated films inspired by popular BD as well as films directed by “bédiéistes” who have moved into the world of animation production. The final unit will consider how French comics and animation in recent years have repurposed Japanese manga and anime techniques and styles, rather swiftly and resourcefully. This course will only be offered through the Study Abroad program in Paris for 2023-2024.
CMST 14565. Special Topics: The Films of Alfred Hitchcock. 100 Units.
This course focuses on the films of Alfred Hitchcock, one of the greatest filmmakers of the 20th century. We study both his films and a variety of approaches to them. We investigate the enduring power of his movies; his contributions to genre and popular cinema; his storytelling techniques; his stylistic command; his approach to romance, suspense, and action; his status as a master and auteur; and his remarkable control over the audience's thoughts and feelings.

CMST 14570. Special Topics: Animation Theory. 100 Units.
Due to the ubiquity and pervasiveness of animation in contemporary media ecologies, recent years have seen a surge of interest in animation theory. But animation theory presents a vast and turbulent domain of inquiry, because animation may be narrowly defined as a set of objects or techniques or broadly conceptualized to embrace questions about life and death, about more-than-human animals, artificial life, and animism, for instance. This topics course has two aims. The first aim is to provide an overview of the key problematic of and approaches to animation theory in a global and historical perspective. The second aim is to develop tools for doing animation theory in a more localized manner. To this end, course will highlight theories of character and characterization with an emphasis on how the inherent tension between individual and type in animation affects our understanding race and racism.
Equivalent Course(s): MAAD 14570, EALC 14570

CMST 14578. Media Technologies. 100 Units.
This class is only offered through the Study Abroad Program in Paris. This course offers tools for understanding and theorizing media by attending to technology. Students will learn to think about the materiality of media, asking how media technologies—such as television, the mp3 format, or a mobile phone app—shape the contents or meanings they transmit, as well as the ways in which discourses and practices shape the nature of media and its technical infrastructures. What forms have culture and knowledge taken as the emergence of new media has reconfigured lived experience, social life, and power relations? We will consider the ways in which technology extends beyond the realm of machinery—how practices, regulations, beliefs and environments become part of the systematic deployment of media from content moderation to the cooling of servers. Examples of media discussed in class will include student-curated collections of social media content, videogames and television by French creators, and even infrastructural systems, including a failed project to create an automated train system in Paris.

CMST 14580. Special Topics: Uncanny. 100 Units.
TBD

CMST 14920. Comparative Media Poetics: Horror. 100 Units.
Cinema, videogames, and VR: all moving-image media, which have at times exerted multi-directional aesthetic influences on each other. This course will investigate the raw materials and basic forms at the disposal of artists working in and across these media, with a special focus on horror as a genre. Along with fundamental questions regarding the social, psychological, and political uses (and abuses) of horror as a genre, this course will also look at how horror works across a variety of media. In what way do the possibilities available to game developers differ from those available to filmmakers, and vice versa? How are space, time, and action presented and segmented differently across moving images (cinema), interactive moving images (games), and fully-immersive virtual environments (VR)? How do techniques ranging from psychological identification to jump scares work in each medium, and what aesthetic effects are open to one that are not open to the other? Course materials will include horror cinema, horror games (video and otherwise), VR experiences, and written horror literature.
Equivalent Course(s): CMLT 14920, MAAD 14920

CMST 15500. Beginning Screenwriting. 100 Units.
This course introduces the basic elements of a literate screenplay, including format, exposition, characterization, dialog, voice-over, adaptation, and the vagaries of the three-act structure. Weekly meetings include a brief lecture period, screenings of scenes from selected films, extended discussion, and assorted readings of class assignments.
Because this is primarily a writing class, students write a four- to five-page weekly assignment related to the script topic of the week. Equivalent Course(s): CRWR 27102
Equivalent Course(s): TAPS 15500, MAAD 25500

CMST 17200. Cinema, Media and Society: A Global Survey. 100 Units.
This course will introduce you to what academic film and media studies looks like at the undergraduate level. It will expose you to a wide range of industries, cinemas, and formats (including independent documentaries, Hollywood and Bollywood features, and East Asian animation), and how to discuss these forms in relation to one another. It encourages the close analysis of camera techniques, materials, compositing, and formal attributes, and explores a range of questions pertaining to the production, distribution, and consumption of these audiovisual forms. Students will take advantage of multiple UChicago resources, such as screening rooms, editing labs, video installations, and VR platforms, as they construct both written and video essays in response to our course materials.

CMST 17900. Machine, Museum, Medium: The Collections of Paris through the Eyes of the Computer. 100 Units.
TBD
CMST 20231. Women, Sound, Media. 100 Units.
This course analyzes women musicians through three different media-music video, popular music performances of various genres from electronic to jazz to hip-hop, and film. We will explore topics such as gender, sexuality, race, disability, voice, stardom, and technological innovation. Artists under study include Janelle Monáe, Lizzo, Tanya Tagaq, Judy Garland, Björk, and Britney Spears. In these studies, we will focus on the imagery of music videos, films, and promotional materials, as well as sonic innovations and practices of musical citation such as sampling and genre blending. To examine personal and historical experiences of listening and viewing, we will use primary and secondary sources—from reviews and interviews to podcasts and criticism—to consider the roles of identity, industry, technology, authorship, and reception in these media. You will also complete a "Critical Karaoke" midterm and a final project with an array of creative options.

CMST 20333. Participatory Culture in Japan. 100 Units.
What do we mean when we talk about participatory culture in Japan? This course will explore this question through the lenses of film, television, and fan studies, focusing on the participatory nature of each medium. Material will build on itself both thematically and chronologically throughout the quarter, and include readings that explore participatory/fan culture in both Japan-specific and broader global contexts. Students will be introduced to multiple theories and reading practices for each media form, and encouraged to reflect on their own consumption habits.
Equivalent Course(s): EALC 20033

CMST 20600. Gender, Race, and Horror. 100 Units.
This course will contend with the ways that horror as a film genre constructs and deconstructs notions of gender and race in society. We will attend to texts across decades and subgenres that will illustrate how gender and race are made and regulated through notions of confusion, fear, and repulsion. By attending to these universal human feelings, students will learn how emotions are evoked through the construction of the text, its portrayal of the disruption of gender norms and its construction of racial boundaries. Students will learn the necessary vocabulary and methodologies to be able to critically analyze (audio)visual texts. In order to do this, students will be guided through how to construct argumentative critical papers through proper utilization of grammar, syntax, and vocabulary. By the end of the course, students will be well versed in cinematographic terms such that they will be able to critically analyze texts to understand the impact of perspective, interpretation, and judgment. This course is meant to help students navigate and make sense of an increasingly scary world by learning to appreciate fear as a necessary human expression. Finally, and most importantly, students will be able to engage with the age-old notion of terror to be able lead a more ethical and intellectually richer life.

CMST 20602. Queer/Trans/Media. 100 Units.
This seminar stages a sustained dialogue between theories of queer, trans, and media, exploring how each of these disciplines animate and challenge one another. This course explores the possibilities of an expanded understanding of queerness, following queer scholar Eve Sedgwick's claim that "work around 'queer' spins the term outward along dimensions that can't be subsumed under gender and sexuality at all." More recently, queer scholars like David Eng have read "queerness as a critical methodology based not on content but rather on form and style" while trans scholars like Toby Beauchamp similarly engage "the transgender of transgender studies as a mode of critique" and "not as a predetermined category into which identities or bodies are slotted." What might it mean to consider "queer" and "trans" not as a field with a delimited object of study (sexuality or gender), but as an analytic, a methodology, a critical sensibility, a conceptual strategy, a reading practice, a politics, an aesthetic, etc. Throughout the course, we explore often-unconventional pairings of media objects and scholarly readings to work through these challenging questions. Ultimately, this course is designed to help students read for the similarities within the aesthetic forms of film/media and queer/trans theories to understand their force of expression.

CMST 21003. Early Black Film and its Afterlives. 100 Units.
In an oft-cited statistic, the Library of Congress has estimated that over 70% of the films produced between 1912 and 1929, are now lost forever. The outcomes for black film during this period are even more stark. This course takes on the challenge of narrating a history dominated by absence, pairing careful historiographic methods with creative and speculative approaches to construct the life and afterlife of early black filmmaking. In this class, we will explore the historical development of black film and black film performance throughout the silent era and its boundaries, from the earliest fragments to the beginnings of the sound era. We will explore key figures such as Oscar Micheaux, Richard E. Norman, and William D. Foster, as well as key performers like Paul Robeson, Bert Williams, Evelyn Preer and Josephine Baker. In addition to watching and engaging with the films themselves, we will explore the contexts of their production, the theatrical and musical traditions that informed them, and material life of the celluloid that carries them. We will also attend to the films now "lost forever." What can we know about a film we cannot watch, and how? We will consider partial film material, news reporting and other ephemera in an attempt to peer into the space left behind in the absence of a surviving film print. Lastly, we will study the citation, sampling, remixing, and reimagining of this material from this era in contemporary work.

CMST 21025. Creating a Different Image: Black Women’s Filmmaking of the 1970s-90s. 100 Units.
This course will explore the rich intersections between African American women’s filmmaking, literary production, and feminist thought from the 1970s to the early 1990s, with an emphasis on the formation of a Black women’s film culture beginning in the 1970s. We will examine the range of Black feminisms presented through film and the ways that these films have challenged, countered, and reimagined dominant narratives
CMST 21501. Feminist Film Histories. 100 Units.
This course explores global film histories by surveying the contributions of women directors and screenwriters, actresses, and movie workers from the silent era to the 1990s. It also addresses historiographical questions about women's erasure, feminist recovery, and the archive. Films discussed will include works by Chantal Akerman, Dorothy Arzner, Jacqueline Audry, Maya Deren, Alice Guy Blaché, Sarah Maldoror, Esfir Shub, Kinuyo Tanaka, and Mai Zetterling.
Equivalent Course(s): GNSE 23153

CMST 21582. Veracity, Virtuality, Venue: Experiments in 21st Century Documentary. 100 Units.
This course grapples with the unruly and hybrid forms of the documentary in the first decades of the 21st century. As documentary models continue their evolution, spreading into the new realms of the gallery and museum, and diffusing across the cascading and multiplying media forms that define the contemporary internet, what is the continued value of the audiovisual document? What grip does the definition of the documentary as a mode, genre, or method have on contemporary artmaking practices? What is the nature of the documentary’s current claims on truth? This course will pursue the course of filmmakers who explore the raw edges of documentary address. We will cover the fields of experimental cinema, installation based media environments, docu-fiction and essay filmmaking, sensory ethnography, and numerous worlds in between, all unified by their commitment to experimentation and the pursuit of something that resembles documentary truth. As such we will also tackle the political, social, ethical, and environmental issues that draw in experimental documentarians, the role of digital and analog technology in experimental filmmaking, and issues of truthfulness, veracity and documentation. Makers we will cover include: Eduardo Coutinho, Kevin Jerome Everson, Harun Farocki, Sky Hopinka, Maya Kosa, Hito Steyerl and Brett Story.
Equivalent Course(s): ENGL 18250

CMST 21650. Irish Literature and Cinema. 100 Units.
Major works of poetry, fiction, drama, and film. In literature, the course ranges from Jonathan Swift and Maria Edgeworth to Seamus Heaney and Anna Burns, and, in cinema, from silent film to Neil Jordan and Lenny Abrahamson. Literature and cinema are intertwined through all the weeks of the quarter in various connections (including Hitchcock’s adaptation of O’Casey’s JUNO AND THE PAYCOCK). (Fiction, Poetry, Drama, 1650-1830, 1830-1990)
Equivalent Course(s): ENGL 18250

CMST 22119. Richard Wagner’s Ring of the Nibelung in Performance. 100 Units.
This seminar, open to undergraduates and beginning graduate students, serves as a critical introduction to and intensive exploration of Richard Wagner’s 19th century tetralogy. In addition to critical readings (e.g., by Wagner, Adorno, Nietzsche, Badiou, Dahlhaus, et al.) and screenings of a host of productions, we will travel downtown to Lyric Opera to attend performances of the Ring cycle in David Pountney’s new production. Our discussions of the Chicago production will be supplemented by conversations with members of the Lyric Opera production team, including Anthony Freud, Lyric Opera’s General Director. No previous knowledge is required although a curiosity about opera, German culture, media history, and/or theater & performance studies will be essential.
Equivalent Course(s): GRMN 33419, GRMN 23419, FNDL 23419, MUSI 24520, CMST 32119, MUSI 32520

CMST 22222. Introduction to Game Design. 100 Units.
This course introduces students to the theories and processes underlying game design through the creation of analog projects. We will be designing for forms that include board games, tabletop games, and live-action games. No prior design experience is absolutely required though some background with game studies will enable more innovative work. This course will be project-based and collaborative in nature.
Equivalent Course(s): MAAD 22322

CMST 23002. Modern Italian Cinema: Ways of Representation and Forms of Life. 100 Units.
The course aims to focus on the bond that exists in the Italian tradition between ways of cinematicographic representation and forms of life. Italian cinema, especially from the post-war period on, has in fact constructed a unique link between cinematicographic images and the practices, values, customs and lifestyles of an entire country. At a time of profound historical crisis, the Italian post-Second World War cinema succeeded to revive Italy and Italian cinema, also constituting the development of a properly cinematicographic “romanesque form,” which the critic André Bazin thought to have profound analogies with the American modern novel. It is only with cinematicographic modernity that cinema reaches the complexity and richness of its forms, through an encounter with a reality that is no longer filtered by the codification of classical generic forms. Authors such as De Sica, Rossellini, Fellini, Pietrangeli, Ferreri, Antonioni and Pasolini will be studied.
CMST 23231. Bollywood Beats: Music and Sound in Popular Hindi Cinema. 100 Units.
This course explores the music and sound of popular Hindi cinema from aesthetic, social, cultural, economic, historical, and political perspectives. Students will be introduced to the musical conventions and practices of the genre, and to changes in Bollywood musical style over the course of the 20th and 21st centuries. We will watch select films with keen attention to music’s imbrication with cinematic visuality, narrative, technology, and dance, and with consideration of issues like emplacement, gender, caste, religion, capitalism, nationalism, and transnationalism. Bollywood is a cosmopolitan music, drawing from and contributing to a range of regional and international music practices; we also venture into some of those streams.
Equivalent Course(s): MUSI 23321, CMST 33321, MUSI 33321, SALC 23321, SALC 33321

CMST 23930. Documentary Production I. 100 Units.
Documentary Video Production focuses on the making of independent documentary video. Examples of various modes of documentary production will be screened and discussed. Issues embedded in the genre, such as the ethics, the politics of representation, and the shifting lines between “the real” and “fiction” will be explored. Story development, pre-production strategies, and production techniques will be our focus, in particular-research, relationships, the camera, interviews and sound recording, shooting in available light, working in crews, and post-production editing. Students will work in crews and be expected to purchase a portable hard drive. A five-minute string-out/rough-cut will be screened at the end of the quarter. Students are strongly encouraged to take CMST 23931 Documentary Production II to complete their work. Consent of instructor is required to enroll.
Equivalent Course(s): CHST 23930, HMRT 25106, MAAD 23930, CMST 33930, ARTV 33930, ARTV 23930, HMRT 35106

CMST 23931. Documentary Production II. 100 Units.
Documentary Production II focuses on the shaping and crafting of a non-fiction video. Enrollment will be limited to those students who have taken CMST 23930 Documentary Production I. The class will discuss issues of ethics, power, and representation in this most philosophical and problematic of genres. Students will be expected to write a treatment outline detailing their project and learn about granting agencies and budgeting. Production techniques will concentrate on the language of handheld camera versus tripod, interview methodologies, microphone placement including working with wireless systems and mixers, and lighting for the interview. Post-production will cover editing techniques including color correction and audio sweetening, how to prepare for exhibition, and distribution strategies. Consent of instructor is required to enroll.
Equivalent Course(s): CHST 23931, HMRT 35107, MAAD 23931, HMRT 25107, ARTV 33931, CMST 33931, ARTV 23931

CMST 24110. India on Film. 100 Units.
This course introduces you to the different ways in which we might think about India through films. What was/is India on-screen? To what extent was India produced by these filmic imaginations? To be sure, there was/is no monolithic India represented in film. Over the course of the quarter, we will focus on some important films to chart the idea of India they constructed and held up for critique. We will also focus on the region within the nation. In what ways does "Bombay" cinema overlap with "Tamil" "Bengali" and/or Malayalam cinemas? What are its overlaps with "Lahore" cinema both before and after India and Pakistan became sovereign states? Our films will cover a wide temporal range: from the classical period of Indian cinema into the era of globalization in the 21st century. They will include popular, documentary, and art films. Our goal will be to understand the relationship between films and emergent ideas of nationhood, modernity, and citizenship in a decolonial world. Open to all students, both undergraduate and graduate.
Equivalent Course(s): CMST 34110

CMST 24405. Kieslowski’s French Cinema. 100 Units.
Krzysztof Kieslowski's The Decalogue and The Double Life of Veronique catapulted the Polish director to the international scene. His subsequent French triptych Blue, White, Red turned out to be his last works that altered his image and legacy to affirm his status as an auteur and a representative of the transnational cinema. We discuss how in his virtual universe of parallel histories and repeated chances, captured with visually and aurally dazzling artistry, the possibility of reconstituting one’s identity, triggered by tragic loss and betrayal, reveals an ever-ambiguous reality. By focusing on the filmmaker’s dissolution of the thing-world, often portrayed on the verge of vague abstraction of (in)audibility or (un)transparency, this course bridges his cinema with the larger concepts of postmodern subjectivity and possibility of metaphysics. The course concludes with the filmmaker’s contribution to world cinema. All along, we read selections from Kieslowski’s and Piesiewicz’ screen scripts, Kieslowski’s own writings and interviews, as well as from the abundant criticism of his French movies. All materials are in English.
Equivalent Course(s): REES 31002, CMST 34405, FNDL 25312, REES 21002, CMLT 24405

CMST 24507. Soviet Cinema and the Avant-Garde. 100 Units.
This course examines some of the most ambitious claims about what cinema as a medium can do by early Soviet filmmakers. We look at the extraordinary flourishing of cinema in the Soviet Union in the 1920s and 30s including films by Eisenstein, Vertov, Shub, Pudovkin and Dovzhenko, their theoretical writings, their collaborations with avant-garde artists and theater designers, and their far-reaching influence on film and film theory. We will also consider the political and historical context of the films and their creators.
CMST 24603. Topics in EALC: Ghosts & the Fantastic in Literature and Film. 100 Units.
What is a ghost? How and why are ghosts represented in particular forms in a particular culture at particular historical moments and how do these change as stories travel between cultures? This course will explore the complex meanings, both literal and figurative, of ghosts and the fantastic in traditional Chinese, Japanese, and Korean tales, plays, and films. Issues to be explored include: 1) the relationship between the supernatural, gender, and sexuality; 2) the confrontation of death and mortality; 3) collective anxieties over the loss of the historical past; and 4) the visualization (and exorcism) of ghosts through performance.
Equivalent Course(s): REES 36603, REES 26603

CMST 24910. INSECT MEDIA. 100 Units.
How have insects affected ways of knowing and relating to the world? This course opens a dialogue between insects and Japanese audiovisual cultures, including fiction, poetry, visual art, manga, anime, and film. We aim to address the important and profound challenge that recent trends in animal studies, environmental humanities, and eco-criticism pose to received ways of studying human cultures and societies. The challenge lies in offering alternatives to the entrenched reliance on a nature-culture divide, which gives culture explanatory preference over nature. In the case of Japan and insects, for instance, there exists a fairly significant body of scholarship on how Japanese people respond to, interact with, and represent insects, and yet priority is generally given to culture, and Japan is treated monolithically. To offer alternatives to this monolithic culturalism, in this course we will (a) open dialogue between culture accounts of insects and scientific accounts and (b) explore different forms of media offering different milieus where human animals and more-than-human insects come into relation without assuming the ascendency of one over the other.
Equivalent Course(s): CDIN 24910, EALC 34910, CMST 34915, CDIN 34910, ARTH 34910, ARTH 24910

CMST 24935. Introduction to Immersive Environments. 100 Units.
Virtual reality is expanding from just being utilized for games into an exploration of extended realities. This seminar explores representations of intimacy, sensuality and private life through the lens of German-language cinema from the Weimar period to New German Cinema of the 1960s. Departing from Richard Wagner’s revolutionary darkening of the auditorium in the late 19th century, this course considers the emergence of cinema as a social institution and site of desire, fantasy and fulfillment in the broader German cultural context. Close readings of canonic films including Der blaue Engel, Die Büchse der Pandora, La Habanera and Die Ehe der Maria Braun will be guided by literary and theoretical texts on the formation of the film viewer as a sensuous subject. We will integrate journalistic writings on sexuality, degeneracy and bourgeois morality in the public sphere and the historical phenomenon of modern stardom associated with the careers of Marlene Dietrich, Louise Brooks and Zarah Leander. Films by Joseph von Sternberg, G. W. Pabst, Douglas Sirk, Helmut Käutner and Rainer Werner Fassbinder are accompanied by texts by Irmgard Keun, Lotte H. Eisner, Siegfried Kracauer, Thomas Elsaesser and Erica Carter. Class will be conducted in English.
Equivalent Course(s): MAAD 24935

CMST 25212. Intimacy and Desire in German Cinema. 100 Units.
This course will contend with the ways that horror as a film genre constructs and deconstructs notions of gender and race in society. We will attend to texts across decades and subgenres that will illustrate how gender and race are made and regulated through notions of confusion, fear, and repulsion. By attending to these universal human feelings, students will learn how emotions are evoked through the construction of the text, its portrayal of the disruption of gender norms and its construction of racial boundaries. Students will learn the necessary vocabulary and methodologies to be able to critically analyze (audio)visual texts. In order to do this, students will be guided through how to construct argumentative critical papers through proper utilization of grammar, syntax, and vocabulary. By the end of the course, students will be well versed in cinematographic terms such that they will be able to critically analyze texts to understand the impact of perspective, interpretation, and judgment. This course is meant to help students navigate and make sense of an increasingly scary world by learning to appreciate fear as a necessary human expression. Finally, and most importantly, students will be able to engage with the age-old notion of terror to be able lead a more ethical and intellectually richer life.
Equivalent Course(s): GNSE 20132

CMST 25507. Gender, Race, and Horror. 100 Units.
This course will contend with the ways that horror as a film genre constructs and deconstructs notions of gender and race in society. We will attend to texts across decades and subgenres that will illustrate how gender and race are made and regulated through notions of confusion, fear, and repulsion. By attending to these universal human feelings, students will learn how emotions are evoked through the construction of the text, its portrayal of the disruption of gender norms and its construction of racial boundaries. Students will learn the necessary vocabulary and methodologies to be able to critically analyze (audio)visual texts. In order to do this, students will be guided through how to construct argumentative critical papers through proper utilization of grammar, syntax, and vocabulary. By the end of the course, students will be well versed in cinematographic terms such that they will be able to critically analyze texts to understand the impact of perspective, interpretation, and judgment. This course is meant to help students navigate and make sense of an increasingly scary world by learning to appreciate fear as a necessary human expression. Finally, and most importantly, students will be able to engage with the age-old notion of terror to be able lead a more ethical and intellectually richer life.
Equivalent Course(s): GNSE 20132

CMST 25602. Animation: Practices & Principles. 100 Units.
Sitting at the intersection of fine arts and filmmaking, animation has held a unique place in visual culture since its inception and has more recently become a ubiquitous presence in our society. Through a combination of workshops, screenings, and discussions, this course will examine the advantages and particularities that come with the art form as well as the diverse range of technologies and techniques that it can include. Students learn both analog and digital animation methods—including cut-out, hand-drawn, and stop motion, among others—to explore their own artistic voice through moving image, culminating with a final project in the medium of their
choice. Works screened for discussion will range from the traditional and studio-based to the experimental and alternative. No previous drawing experience required.
Equivalent Course(s): MAAD 20602, ARTV 20035, CMST 35602

CMST 25610. Line, Trace, Motion: Computation and Experiment in Animation. 100 Units.
Interpreting what we mean by animation broadly, this course will investigate computational moving-image making through the lens of experimental animation. We will take as our point of departure the films of Rettinger, Ruttmann, Fischinger, McLaren, and Breer, but will also draw upon artifacts and ‘animated lines’ taken from further afield: found footage films and algorithmic editing, dance drawings of Trisha Brown, kinetic sculptures of Bit International, early plotter art, avant-garde music notation, and contemporary techniques of motion and performance capture. This course will develop theoretical lines of inquiry that run in two directions: an excavation of a ‘pre-history’ of contemporary new media and a reinterpretation / re-invigoration of our understanding of early animation. Any film production, hand-animation or computer programming experiences are welcome - but none are perquisites for the course. Students will be expected to complete regular short creative "sketches" of techniques culminating in a final short animated project.
Equivalent Course(s): MAAD 20610, CMST 35610

CMST 25620. Japanese Animation: The Making of a Global Media. 100 Units.
This course offers an introduction to Japanese animation, from its origins in the 1910s to its emergence as global culture in the 1990s. The goal is not only to provide insight into Japanese animation within the context of Japan but also to consider those factors that have transformed it into a global cultural form with a diverse, worldwide fansbase. As such, the course approaches Japanese animation from three distinct perspectives on Japanese animation, which are designed to introduce students to three important methodological approaches to contemporary media - film studies, media studies, and fan studies or cultural studies. As we look at Japanese animation in light of these different conceptual frameworks, we will also consider how its transnational dissemination and ‘Asianization’ challenge some of our basic assumptions about global culture, which have been shaped primarily through the lens of Americanization.
Equivalent Course(s): EALC 35620, SIGN 26070, MAAD 15620, CMST 35620, EALC 25620

CMST 25954. Alternate Reality Games: Theory and Production. 100 Units.
Games are one of the most prominent and influential media of our time. This experimental course explores the emerging genre of "alternate reality" or "transmedia" gaming. Throughout the quarter, we will approach new media theory through the history, aesthetics, and design of transmedia games. These games build on the narrative strategies of novels, the performative role-playing of theater, the branching techniques of electronic literature, the procedural qualities of video games, and the team dynamics of sports. Beyond the subject matter, students will design modules of an Alternate Reality Game in small groups. Students need not have a background in media or technology, but a wide-ranging imagination, interest in new media culture, or arts practice will make for a more exciting quarter.
Equivalent Course(s): BPRO 28700, MAAD 20700, ARTV 30700, ENGL 32314, ENGL 25970, ARTV 20700, TAPS 28466, CMST 35954

CMST 26043. The Aesthetics of Artificial Intelligence. 100 Units.
With the emergence of generative AI tools such as ChatGPT, DALL-E, and Midjourney, the production of computer-generated content has become accessible to a wide range of users and use cases. Knowledge institutions are particularly challenged to find adequate responses to changing notions of authorship as the mainstreaming of 'artificial' texts, audio-visual artifacts, and code is transforming our paradigms of communication in real-time. This course offers a survey of scholarship from the nascent field of critical AI studies to investigate the impact of AI, machine learning, and big data on knowledge production, representation, and consumption. In addition to theoretical discussions, we will conduct research-creation experiments aimed at documenting and evaluating emerging methods of AI-augmented content creation across text, image, and sound. Prospective students should demonstrate a substantial interest in media art and design and its connections to digital humanities, critical theory, and pedagogy. Experience with artistic and/or engineering practice is a plus. Please submit a 300 word max statement of interest to uhl@uchicago.edu by 12/22 in order to be considered for enrollment.
Equivalent Course(s): KNOW 36043, MACS 36043, ANTH 26043, ANTH 36043, HIPS 26043, KNOW 26043, CHSS 36043, MAAD 12043, CMST 36043

CMST 26505. Straight-line sensibilities. A hidden history of 20th Century Art. 100 Units.
The proliferation of straight lines in 20th Century art and architecture is generally associated with rational and universalist procedures and perspectives, and closely associated with the rise of industrial society. This course will look at straight lines in modern art from a very different perspective. We will study a hidden genealogy of straight lines that all seem to evoke the vagaries of sensory realities and capacities and that are aesthetic through and through. These types of straight lines are all, in their various ways, related to the close interaction between bodies and media technologies - one of the major themes in modern art. The question, of course, is how and why straight lines comes to express this relationship. To look at this question, we will study artworks and ideas that extend from the mid 19th-century to 21st century art and that includes a wide range of media and expressions, including architecture, painting, drawing, film, video and computer art.
Equivalent Course(s): ARTH 26501, ARTH 36501, MAAD 26501, CMST 36505
CMST 26603. The Cinema of Miloš Forman. 100 Units.
The films of Miloš Forman (1932-2018) reflect the turbulence of the 1960s, ’70s, ’80s and ’90s, and 2000s by focusing on the underdog, the pariah, the eccentric. The subject matter to which Forman was drawn translated into his cinema with a signature bittersweet tone, emphatic narrative cogency, and lush spontaneity. This course is an intensive study of Forman’s work from his “New Wave” work in Czechoslovakia (Loves of a Blonde, The Fireman’s Ball) to his U.S. studio successes (One Flew Over the Cuckoo’s Nest, Amadeus), to his idiosyncratic and parabolic last films (Man on the Moon, Goya’s Ghosts). Among other topics, the course contemplates the value of a dark sense of humor, cinematic gorgeousness, and artistic dissidence.
Equivalent Course(s): REES 32010, CMST 36603, FNDL 22010, REES 22010

CMST 27006. Cinema and Incarceration. 100 Units.
With case studies that include fiction films, documentaries, and personal filmmaking by presently or formerly incarcerated filmmakers, this course examines the relationship between cinema and the carceral state. Major animating questions include: How do the fantasies of incarceration presented in fictional films emerge from and feed into societal-wide ideologies around mass incarceration? How can the relationship between cinematic technologies and surveillance society best be interrogated? Can documentary filmmaking affect radical change around issues of incarceration and how can incarcerated people tell their own stories and represent their own lives?
Equivalent Course(s): CMST 37006

CMST 27021. Performance Captured. 100 Units.
Technologies that turn human action, appearance and performance into data for storage, transformation and redisplay have a long history inside and outside of moving image arts. This class will look at the opportunities, aesthetics and politics of these approaches running through contemporary special effects, traditional and experimental animation, dance on camera and live performance at a moment when boundaries between these categories have become especially porous.
Equivalent Course(s): CMST 67021, MAAD 20721

CMST 27299. Intensive Track - Written Thesis Workshop. 100 Units.
This series of workshops - comprised of approximately 10 meetings - will provide support for thesis writers across the entire academic year. It is taught by the Director of Undergraduate Studies and supplemented by regular meetings with a designated preceptor. The workshops are intended to guide students through the process of thesis writing from developing a research question to determining the most appropriate research method for its exploration to integrating suitable theoretical insights to writing compellingly about media objects to the nuts and bolts of exposition.

CMST 27610. Doubting Vision: Seeing and Believing. 100 Units.
How do images compel beliefs, enable knowledge, or encourage experiences of doubt? This course will introduce students to a range of artworks, films and media to explore historical changes in modes of perception, attitudes and responses to visual media. While photographic images are often claimed to hold a privileged relation to what they represent, we will consider historical practices of photographic and digital trickery, as well as the ability of visual representations to conjure, deceive, and maintain illusions. The class will combine critical, historical and philosophical readings with careful analysis of artworks and films from the nineteenth-century to the present, including trompe l’oeil paintings, spirit photographs, early trick films, staged and manipulated images, and works that seek out and entertain uncertainty through technical means such as speed, slowness, blur and glitch. Through close analysis of visual media as engines of belief, we will address their role in shaping or undermining social relations, claims to knowledge, and conceptions of the world, including the capacities of photography to reveal otherwise invisible or unseen phenomena, relationships between media and evidence, and the ways in which traditions of magic have shaped experiences of the cinema.
Equivalent Course(s): ARTH 27611

CMST 27808. Digital Media & Social Life: Contemporary Methods. 100 Units.
Digital and networked media include forms and social phenomena such as memes, social media, live-streaming platforms, video games, virtual worlds, electronic literature, and online communities. What methods taken from the humanities and social sciences enable the study of these digital media forms and cultures? In order to model a series of methods, this course runs one shared media object (this term, the video game Stardew Valley) through a series of research methods, one per week, taken from the humanities (e.g., close reading, critical theory, response theory, and critical making) and social sciences (e.g., interviews, digital ethnography, discourse analysis, and quantitative analysis) methods. At the end of the course, students will compose a research paper or create a digital project that uses one or more of these methods to analyze a digital or networked media case of their choosing.
Equivalent Course(s): SOCI 20523, MAAD 10523, GNSE 27808, ENGL 20523

CMST 27817. Sonic the Hedgehog. 100 Units.
In this course, we will use a single franchise - Sonic the Hedgehog - as an access point to study media history, aesthetics, social and cultural practice, and the relationships between games, film, and other artforms. Originally released in 1991 for Sega’s Genesis console, the Sonic series has spawned over three decades of games, cartoons, manga, novels, films, music, board games, action figures, fan art, cosplay, and merchandizing. Both the volume and the variety of these texts allow the Sonic corpus to be a focal point for questions with broader stakes for the study of games and media in general. Some of the questions we will be considering in this course include: What
has been the relationship between particular videogame characters and franchises and the business practices and strategies of entertainment industries? What form does stardom take in the world of digital games, and is it an appropriate concept to apply to a mascot like Sonic? How have established game franchises responded to major technological and aesthetic shifts in the medium? How might we understand the concept and practice of adaptation as applied to the digital games, and what does it reveal about the medium specificity of and the relationship between games, film, comics, novels, and other forms? What can a game franchise that has taken a wide variety of generic forms (platforming, racing, fighting, and pinball, to name just a few) tell us about how genre works as concept and system in digital games?

Equivalent Course(s): MAPH 37817, CMST 37817, MAAD 17817

CMST 27830. A Workshop on Creative Coding for New Media. 100 Units.

This project-based, workshop-style course will offer a close look at how we can be creative with code at a crucial moment in the always-shifting relationships between computation, creativity, material, and audience. In route, we'll examine a dizzying array of contemporary creative-coding environments in both production and live performance, explore historical dead-ends, half-baked visions, long-forgotten programming languages, as well as yet-to-emerge interfaces and altogether imaginary futures. And we'll draw on examples from new media, music and sound art, cinema and VR, computer games, architecture and CAD/CAM. Our work together will be done in the context of extending and reworking Field --- an open-source environment for creative coding developed for use in a teaching role here at UChicago. As the barriers between making things with computers and consuming content served up by them grow, we'll step into today's computational surplus and reclaim some viable space for creation.

CMST 27867. 1990s Videogame History. 100 Units.

This course will trace developments in the videogame medium and videogame cultures in the final decade of the 20th century, discuss the unique possibilities and difficulties arising from the study of recent history, and put these discussions into practice through research-based assignments. Questions that will guide our study include: what was the relationship between technological innovations and stylistic changes in the videogame medium? How did the entry of new corporate and creative players into the business affect industrial structures and strategies? What do we make of "freedom," "realism," and other concepts that dominated videogame press coverage - and were they connected to broader cultural discourses? How did understandings of what it meant to play videogames, and the types of experiences that videogames could offer, change over the course of the decade? What was the relationship between developments in the videogame medium and other media - from film and fiction to virtual reality and the Internet? How has this decade been remembered, conceptualized, preserved, and repackaged in subsequent decades?

Equivalent Course(s): MAAD 15416, CMST 37867, MAPH 34516

CMST 27880. Videogame Consoles: A Platform Studies Approach. 100 Units.

While videogames' mix of art, play, and advanced technology gives game studies much of its vitality, the technological and computational aspects of the medium can be daunting for many would-be students and designers. And yet no approach to the study of videogames can be exhaustive without some consideration of the material and technological grounds that make games possible. With this in mind, this course will introduce approaches to videogame studies that emphasize the platforms - the hardware, operating systems, etc. - on which games are played, and is intended for students with all levels of familiarity with the technological side of videogames. How do the various components of game platforms, from computer architecture to controllers to the underlying code, affect how games look, sound, and feel, how they are played, who designs them and how, how they are marketed and to whom, and how they are preserved? How do platforms emerge from particular technological, industrial, social, and cultural contexts, and how do they in turn affect the course of game history and culture? Classroom lectures and discussions of readings will be accompanied by weekly gameplay sessions at the MADD Center, which will provide close, hands-on engagement with game platforms. Possible objects of study include the Atari 2600 (1977), ColecoVision (1982), Sega Game Gear (1990) and Genesis/CD/32X (1988-94), Panasonic 3DO (1993), Nintendo 64 (1996) and Wii (2006), and PlayStation 4/VR (2013-16).

Equivalent Course(s): CMST 37880, MAAD 17880, MAPH 37880

CMST 27887. The Platformer: History and Theory of a Videogame Genre. 100 Units.

This course will provide an introduction to genre history and theory in videogame studies through a focus on the 'platformer.' Though not a common name outside of videogame culture, the platformer has introduced or popularized some of the medium's most recognizable figures (Mario, Sonic the Hedgehog, Donkey Kong) and gameplay mechanics (running, jumping, avoiding enemies, and collecting items). The genre has also been instrumental in and reflective of changes across the videogame medium. This course will cover two decades (roughly 1990 - 2010), emphasizing both historical details and theoretical questions, such as: How have game genres been defined? How do distinct genres emerge and change over time? How do broader trends (technological, formal, industrial, discursive, experiential, etc.) influence individual genres, and what roles do individual genres play in these broader trends? What resources and methodologies exist for studying videogame genres? Throughout the course we'll see the platformer alternate between an emphasis on linear, acrobatic movement across two-dimensional spaces and the free exploration of three-dimensional virtual worlds; between providing mascots for the biggest game companies and becoming a marker of independent, small-team production; and between being hailed as "revolutionary" and epitomizing the retro-nostalgic. Classroom lecture and discussion of readings will be accompanied by weekly gameplay sessions on original hardware at the MADD Center.
CMST 27910. Virtual Ethnography: Encounters in Mediation. 100 Units.
From everyday social media platforms like Facebook, TikTok, Instagram, and WeChat, to more complex real-time immersive social and gaming sites, virtual realms are propagating at a fantastic rate while transforming what it means to live and interact in the physical world. As such virtual world, communities, and spaces increasingly command our attention, time, and money, scholars from various fields have begun to tackle questions concerning the ethics, logics, patterns, and social specificity of the virtual through experimental forms of virtual ethnography. This advanced undergraduate course introduces students to some of these recent ethnographies and corresponding theoretical interventions into the nature of collective techno-life within virtual realms. Students will build on this material in order to develop an ethnographic inquiry into a virtual world of their choosing. In so doing, they will work individually and as a class through the processes of pre-field planning, fieldwork, and post-field analysis and writing.
Equivalent Course(s): MAAD 12910, ANTH 27910, EALC 27910, CDIN 27910

CMST 27911. Augmented Reality Production. 100 Units.
Focusing on experimental moving-image approaches at a crucial moment in the emerging medium of augmented reality, this class will explore and interrogate each stage of production of AR works. Students in this production-based class will examine the techniques and opportunities of this new kind of moving image. During this class we’ll study the construction of examples across a gamut from locative media, journalism, and gameplay-based works to museum installations. Students will complete a series of critical essays and sketches towards a final augmented reality project using a custom set of software tools developed in and for the class.
Equivalent Course(s): ARTV 37921, MAAD 22911, CMST 37911, ARTV 27921

CMST 27916. Critical Videogame Studies. 100 Units.
Since the 1960s, games have arguably blossomed into the world’s most profitable and experimental medium. This course attends specifically to video games, including popular arcade and console games, experimental art games, and educational serious games. Students will analyze both the formal properties and sociopolitical dynamics of video games. Readings by theorists such as Ian Bogost, Roger Caillois, Álendra Chang, Nick Dyer-Witheford, Mary Flanagan, Jane McGonigal, Lisa Nakamura, Amanda Phillips, and Trea Andrea Russworm will help us think about the growing field of video game studies. Students will have opportunities to learn about game analysis and apply these lessons to a collaborative game design project. Students need not be technologically gifted or savvy, but a wide-ranging imagination and interest in digital media or game cultures will make for a more exciting quarter. This is a 2021-22 Signature Course in the College.
Equivalent Course(s): SIGN 26038, MAAD 12320, ENGL 12320, GNSE 22320

CMST 27920. Virtual Reality Production. 100 Units.
Focusing on experimental moving-image approaches at a crucial moment in the emerging medium of virtual reality, this class will explore and interrogate each stage of production for VR. By hacking their way around the barriers and conventions of current software and hardware to create new optical experiences, students will design, construct and deploy new ways of capturing the world with cameras and develop new strategies and interactive logics for placing images into virtual spaces. Underpinning these explorations will be a careful discussion, dissection and reconstruction of techniques found in the emerging VR ‘canon’ that spans new modes of journalism and documentary, computer games, and narrative ‘VR cinema.’ Film production and computer programming experience is welcome but not a prerequisite for the course. Students will be expected to complete short “sketches” of approaches in VR towards a final short VR experience.
Equivalent Course(s): ARTV 37920, MAAD 24920, ARTV 27920, CMST 37920

CMST 28204. Rethinking Veracity: Experiments in 21st Century Documentary. 100 Units.
This course grapples with the unruly and hybrid forms of the documentary in the first decades of the 21st century. As documentary models continue their evolution, spreading into the new realms of the gallery and museum, and diffusing across the cascading and multiplying media forms that define the contemporary internet, what is the continued value of the audiovisual document? What grip does the definition of the documentary as a mode, genre, or method have on contemporary artmaking practices? What is the nature of the documentary’s current claims on truth? This course will pursue the course of filmmakers who explore the raw edges of documentary address. We will design, construct and deploy new ways of capturing the world with cameras and develop new strategies and interactive logics for placing images into virtual spaces. Underpinning these explorations will be a careful discussion, dissection and reconstruction of techniques found in the emerging VR ‘canon’ that spans new modes of journalism and documentary, computer games, and narrative ‘VR cinema.’ Film production and computer programming experience is welcome but not a prerequisite for the course. Students will be expected to complete short “sketches” of approaches in VR towards a final short VR experience.
Equivalent Course(s): ARTV 37920, MAAD 24920, ARTV 27920, CMST 37920

CMST 28205. Feminist Documentary Filmmaking. 100 Units.
This course examines the ways that women-identifying documentary makers have given cinematic form to feminist thought. Drawing from film and media theory and history, we will focus on the formal and narrative techniques that have been employed by filmmakers to reflect on questions pertaining to gender and sexuality, with an emphasis on the specific ways that non-fiction filmmaking expanded feminist theoretical frameworks and research methodologies.
This course will explore the evolving relationship between moving bodies and video technologies. From early filmmakers using dancers as test subjects, to movie musicals and contemporary dance for the camera festivals, mediatization of the body continues to challenge the ephemeralty of live dance performance. This course focuses on the growing field of screendance, videodance, or dance-on-camera, working to define this hybrid genre and to understand the collaborative roles of choreographer, director, dancer, cameraman, and video editor. This course is both a practical and scholarly approach to the genre of screendance, each component essential to a full understanding and mastery of the other. Course work will be divided between the studio and the classroom. For the studio component, students will learn basic video editing and filming techniques. For the classroom component, students will be asked to watch screendance and read a cross-section of criticism. Assignments will be both technological and choreographic (making screendance) and scholarly (written reflections and a seminar paper).

Equivalent Course(s): MAAD 23860, TAPS 28360, TAPS 38360

CMST 28500-28600-28700. History of International Cinema I-II-III.
This sequence is required of students majoring in Cinema and Media Studies. Taking these courses in sequence is strongly recommended but not required.

CMST 28500. History of International Cinema I: Silent Era. 100 Units.
This course provides a survey of the history of cinema from its emergence in the mid-1890s to the transition to sound in the late 1920s. We will examine the cinema as a set of aesthetic, social, technological, national, cultural, and industrial practices as they were exercised and developed during this 30-year span. Especially important for our examination will be the exchange of film techniques, practices, and cultures in an international context. We will also pursue questions related to the historiography of the cinema, and examine early attempts to theorize and account for the cinema as an artistic and social phenomenon.
Equivalent Course(s): ENGL 29300, CMLT 22400, CMLT 32400, ARTH 38500, CMST 48500, MAPH 33600, ARTV 20002, ARTV 28500, ENGL 48700, MAAD 18500

CMST 28600. History of International Cinema II: Sound Era to 1960. 100 Units.
The center of this course is film style, from the classical scene breakdown to the introduction of deep focus, stylistic experimentation, and technical innovation (sound, wide screen, location shooting). The development of a film culture is also discussed. Texts include Thompson and Bordwell's Film History: An Introduction; and works by Bazin, Belton, Sitney, and Godard. Screenings include films by Hitchcock, Welles, Rossellini, Bresson, Ozu, Antonioni, and Renoir.
Equivalent Course(s): ARTV 20003, ARTH 38600, CMST 48600, ENGL 48900, ARTH 28600, ENGL 29600, REES 25005, MAPH 33700, CMLT 22500, MAAD 18600, REES 45005, CMLT 32500

CMST 28700. History of International Cinema, Part III: 1960 to Present. 100 Units.
This course will continue the study of cinema around the world from the 1960s to the 2000s. The continued development of film style and form over this period - one of seismic changes in audio-visual aesthetics - will be one of the primary themes of the course. Additionally, lectures and discussions will wrestle with the rise of global film cultures, technological innovations and their effects on style (such as post-magnetic sound, and visual effects techniques), major international directors and the solidification of auteurism as both a commercial and aesthetic imperative, the increasing internationalization of Hollywood, and post-1970s genre reorientation elevating horror, science-fiction, and other genres to the highest levels of mainstream respectability, critical appraisal, and/or commercial success. Screenings are mandatory and include work by filmmakers including Pedro Almodovar, Michael Bay, Kathryn Bigelow, Claire Denis, Federico Fellini, Hollis Frampton, Kiyoshi Kurosawa, Djibril Diop Mambety, Cristian Mungiu, and more, in addition to a selection of music videos.
Equivalent Course(s): MAAD 18700, CMST 38700

CMST 28805. Politics and Cinema under Authority. 100 Units.
Why do authoritarian regimes take interest in art and culture? How do citizens respond to these efforts? Between authoritarian propaganda and outright contestation of authoritarianism is a wide niche of art and media production that is just independent enough to capture the attention of the citizens and yet subtle enough to not alarm authoritarian rulers. This is relevant for film and television in particular, which cannot function under authoritarian regimes without official approval. In this course, we will examine the compromises filmmakers make to continue their creative practice and the concessions state actors grant to accommodate artistic work using the 10-episode television series, Dekalog (1988), by the acclaimed Polish director Krzysztof Kieslowski. To answer our questions, we will draw on literature and methodology from political science and film and media studies. We investigate what is to be gained by combining approaches from two disciplines that are rarely in conversation with each other.
Equivalent Course(s): CDIN 38800, CMST 38800, PLSC 38801, PLSC 28805, REES 38800, CDIN 28801, REES 28800

CMST 28906. Contemporary Cinematic Special Effects. 100 Units.
The highest-grossing films of the twenty-first century are, without exception, showcases for special effects. How did special effects become so central to mass-audience movies? What are the consequences of this shift? In this course, we will track the historical and stylistic development of contemporary effects-driven filmmaking,
bridging practitioner discourse by effects industry workers with the theories of cinema and media scholars. While our screenings will primarily comprise narrative feature films, we will also explore how special effects draw upon diverse media forms and practices, including experimental cinema, installation art, amusement parks, television advertising, and, above all, digital technologies. Screenings will include Hollywood blockbusters (e.g., The Matrix [1999]), “failed” blockbusters (e.g., Final Fantasy: The Spirits Within [2001]), and effects-driven films from other national/regional cinemas (e.g., The Mermaid [China, 2016]).

Equivalent Course(s): MAAD 10906

CMST 28910. Planetary Media. 100 Units.

Various theoretical approaches to conceptualizing the planetary, from critical theory to science, and examples from both fiction and nonfiction, technical and aesthetic media, including climate models, video games, and film. Bridges science studies, cultural studies, & media theory. Ends with a group planetary world building assignment.

CMST 28915. Short Form Digital Storytelling: Creating a Web Series. 100 Units.

This course examines the short form storytelling of the digital web series. Through lectures, viewings and discussions in weekly meetings, students will determine what makes a strong web series and apply the findings to writing and polishing the pilot episode of their own web series. Students will write weekly 4-5 page assignments building toward the creation of a 5-6 episode series.

Equivalent Course(s): MAAD 24910, TAPS 25910

CMST 28921. Introduction to 16mm Filmmaking. 100 Units.

The goal of this intensive laboratory course is to give its students a working knowledge of film production using the 16mm gauge. The course will emphasize how students can use 16mm technology towards successful cinematography and image design (for use in both analog and digital postproduction scenarios) and how to develop their ideas towards constructing meaning through moving pictures. Through a series of group exercises, students will put their hands on equipment and solve technical and aesthetic problems, learning to operate and care for the 16mm Bolex film camera; prime lenses; Sekonic light meter; Sachtler tripod; and Arri light kit and accessories. For a final project, students will plan and produce footage for an individual or small group short film. The first half of the course will be highly structured, with demonstrations, in-class shoots, and lectures. As the semester continues, class time will open up to more of a workshop format to address the specific concerns and issues that arise in the production of the final projects. This course is made possible by the Charles Roven Fund for Cinema and Media Studies. Students will need written permission to enroll in the course. To bid for entry into the class, please email the instructor with your name, major and year -- and please list any other media production or photography experience.

Equivalent Course(s): ARTV 23808, MAAD 23808, CMST 38921, ARTV 33808

CMST 28922. Intermediate 16mm Filmmaking. 100 Units.

This course will allow students to continue working on projects begun in the Intro to 16mm Production course (or developing a new small-scale project), in addition to developing skills with the following: sophisticated approaches to cinematography (comparative and reflective light metering, color negative exposure); varying workflows for post-production editing (analog and digital); and sound recording and design. Students will meet as a group for lectures, technical demonstrations, and a shooting workshop. Course meeting times will also be set aside for individual conferences with the instructor to address project development and completion. Students should expect to budget between 120.00-500.00 for their filmstock and processing costs, depending on the project. This course is made possible by the Charles Roven Fund for Cinema and Media Studies. Permission from the instructor is required for registration. Students will bid for entry to the class by emailing the instructor, listing their year, major and previous production experience. Priority will be given to students who have previously completed the Intro to 16mm course, followed by CMS and DOVA majors, from graduate students to first-years. Students whose bids are accepted will be registered officially by the instructor at the first class meeting.

Equivalent Course(s): ARTV 38001, ARTV 28001, CMST 38922

CMST 28925. Expanded Cinema. 100 Units.

Though often overlooked, the act of projection is at the heart of cinema (the act or process of causing a picture to appear on a surface). This studio course focuses on the creation of moving image-based work, exploring how time and space are used as materials to create form and inspire content within the contemporary film genre known as expanded cinema. The technical, historical and political aspects of the projected image will be studied in order to re-think cinema as a group and investigate how the projected image can find meaning outside the black box of theaters or the white cube of galleries. Two personal experimental video projects will lead to a third final collective video installation that will use the environment within the vicinity of UChicago’s campus to inspire the work while also become the location of the final outdoor projection event. Note(s): Students will need written permission to enroll in the course. To bid for entry into the class, please email the instructor with your name, major, year, and list any other media production experience. Enrollment priority will be given to graduates and undergraduates. CMS students, beginning with seniors, then to students in other departments.

Equivalent Course(s): ARTV 33861, ARTV 23861, CMST 38925

CMST 28999. Intensive Track - Production Thesis Workshop. 100 Units.

This series of workshops—comprised of approximately 10 meetings—will provide support for students working on production theses across the entire academic year. It is taught by a production faculty member and supplemented by regular meetings with a designated preceptor. The workshops are intended to systematically
guide students through the necessary steps in the realization of a film project from pre-production to production to post-production.

CMST 29000. Experimental Cinema and Speculative Approaches to the Archive and Media Histories. 100 Units.
Recent years have seen the flourishing of work by experimental filmmakers that imaginatively engages with absences in the historical record, especially around the visual history of African Americans. How might scholarship adapt methodologies from these creative practices? How can scholarly methods, in turn, inform art making (as the formation of another kind of history)? Engaging theory and practice, this course investigates these questions through-and-against African American media history’s precarious archival condition.
Equivalent Course(s): CMST 39000

CMST 29022. Research Design and Archival Theory and Practice for Cinema and Media Studies. 100 Units.
What constitutes archival research in cinema and media studies? What role do archives play in research into and studies of media? What role does research play in shaping archival policy and practice? This course will explore the process of research on moving image media through a range of formats: the archive as space and repository, digital tools used for archival practice and access, and archival theory, questions of evidence, and the writing of history-both of and through moving images. Emphasis is on the process of research with attention to foundations of historiography, evidence, archival theory, and the various stages of writing. The course has two main threads. First, we will investigate a range of sites, practices, policies, and theoretical concerns surrounding moving image archiving. We will meet scholars and professional archivists working on a wide variety of research projects who will share their processes with us. Second, we will embark on one collective project that collaboratively weaves together multiple lines of inquiry around one topic. Drawing from traditional archives and libraries as well as engaging with digital tools, students will gain first-hand experience following the research process from discovery to identification to interpretation. From this course, students will learn how to design and implement archival research projects in cinema and media studies (with translatability to related disciplines).
Equivalent Course(s): MAPH 39022, IRHU 27011, CMST 39022

CMST 29201. Advanced Seminar - Autumn. 100 Units.
The ‘Advanced Seminar’ functions as a capstone course for CMST majors. It will allow students the opportunity to explore in more depth key disciplinary and methodological questions related to the study of cinema and media. Particular topics will be determined by the individual faculty instructor, and will vary from the Autumn to Spring Quarters and from instructor to instructor.

CMST 29202. Advanced Seminar - Spring: The Shape of Cinema. 100 Units.
This course asks one question—“How do (or how should) filmmakers approach the task of shaping cinematic material in time?”—and then approaches that question from the perspective of two different vastly cinematic practices. Half of the class will be devoted to American popular cinema since the 1970s, detailing emerging popularity of the three-act structure, the rise of screenwriting gurus, and the cementing of tried-and-true narrative formulas in an era of industry consolidation. The other half will be devoted to experimental cinema traditions over the same time period, including the rise and fall of structural film, subsequent experimentation in form and duration, new avant-garde practices that arose with video and digital technologies. Although the artists working in these two modes of filmmaking are rarely placed into conversation with one another, in this course we will examine how each of them engages issues in and problems around perception, understanding, and human attention in a shifting mediascape.

CMST 29700. Reading and Research, CMST. 100 Units.
This course is primarily intended for students who are majoring in Cinema and Media Studies and who can best meet program requirements by studying under a faculty member’s individual supervision. The subject matter, course of study, and requirements must be arranged with the instructor prior to registration.

CMST 29900. Senior Thesis. 000 Units.
Students in the CMS Intensive Track - both Written and Production streams - must enroll in CMST 29900 during the quarter they intend to graduate. Students enroll in 29900 using the section number of their BA thesis adviser which can be obtained from the department staff in CMS or the student’s College advisor. This course can not be counted toward requirements for the Intensive Track major.