

# Animation

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Last Updated: Fri, 08/01/2025

**Course prefix:** LMC

**Course number:** 3253

**Section:** B

**CRN (you may add up to five):**  
91423

**Instructor First Name:** Ida

**Instructor Last Name:** Yoshinaga

**Semester:** Fall

**Academic year:** 2025

**Course description:**

*This course examines animation from its earliest days as a 'cinema of attractions' to its current development as a predominantly digital practice.*"—GT Course Catalog

**Course learning outcomes:**

- Apply key theories and concepts of animation scholarship to specific films as well as to select episodes of television/"post"-TV, in cogent, persuasive ways, on a weekly, written basis on short, informal, whole-class-shared mini-essays
- Through collaborative work with peers, design a formal presentation that critically highlights a particular animated movie, video, or show and a scholar's or media critic's professional assessment of that text—such that the intellectual and artistic questions we've discussed in class are addressed, through a formal presentation and through a thoughtfully guided, interactive discussion of specific scenes, arcs, cinematic elements, writing tricks, genre mixes, and plot structures of that movie or series
- Research, design, and execute either a creative script or a research paper—one that addresses the animation studies/practice discourse of academic and/or mass media journalism, in ways that exhibit awareness of the connections between genre form, media aesthetics, cinematic techniques, and audience impact

**Required course materials:**

- *The Animation Studies Reader*, edited by Nichola Dobson, Annabelle Honess Roe, Amy Ratelle & Caroline Ruddell, New York & London: Bloomsbury Academic, 2019. [**Required** as the main reader.]

- Holt, Nathalia, *The Queens of Animation: The Untold Story of the Women Who Transformed the World of Disney and Made Cinematic History*, New York: Little, Brown and Company, 2019. [**Optional** but helpful for some presentations, Discussion Board posts, and final papers.]
- Subscriptions to Netflix and Disney+ streaming services

### **Grading policy:**

Out of a total possible 100 points maximum (90-100 = A; 80-89 = B; 70-79 = C; 60-69 = D; 59 and under = F), these are the required grade items that help build your total score.

- 30 “Keywords” Concept Analysis & Interactive Group Discussion
- 20 Participation including regular attendance, in-class discussion/Q&A, Canvas Discussion posts, and in-person as well as Canvas/virtual groupwork
- 25 Group slideshow presentation on an *Animation Studies Reader* Part 1 Chapter
- 25 Final Paper (Short Feature/Pilot Screenplay) including final paper talk

### **Attendance policy:**

In-person attendance is mandatory from the first day of instruction to the last. After the 4<sup>th</sup> absence (including the first day and week of class), they will lose 2 points of participation for each session not attended from the start to the finish time. Students with valid doctor's notes or students listed in the GT Athletics Dept.'s ongoing notifications of official Georgia Tech games will be excused. Regardless of the reason, absent students should keep up with coursework and learn from classmates what they have missed, also checking in with the Canvas website or notifying the instructor in advance of missing class.

### **Academic honesty/integrity statement:**

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy.

For information on Georgia Tech's Academic Honor Code which students are expected to follow, please visit:

<http://www.catalog.gatech.edu/policies/honor-code/> or

<http://www.catalog.gatech.edu/rules/18/>.

Any student suspected of cheating or plagiarizing on an oral exercise, presentation, or writing assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations. This class prohibits use of AI except for specific in-class exercises under the guidance of the instructor; if Artificial Intelligence is used outside of that to perform the homework or assigned homework, this will be considered cheating and/or plagiarism.

**Core IMPACTS statement(s) (if applicable):**

**Core IMPACTS Statement:** This is a Core IMPACTS course that is part of the Humanities area [See <https://undergradcurriculum.oue.gatech.edu/general-education> for more information]:

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help students master course content, and support students' broad academic and career goals. This course thus directs students toward a broad Orienting Question:

*How do I interpret the human experience through creative, linguistic, and philosophical works?*

- Completion of this course should enable students to meet the following Learning Outcome:

*Students will effectively analyze and interpret the meaning, cultural significance, and ethical implications of literary/philosophical texts or of works in the visual/performing arts.*

- Course content, activities and exercises in this course should help students develop the following Career-Ready Competencies:
  - Ethical Reasoning
  - Information Literacy
  - Intercultural Competence