

LMC 3314 Syllabus

Technologies of Representation, RBR, 3 credit hours

Summer term 2026

Instructor Information

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General Course Information

Description

Berlin has a long and illustrious history with film. This course aims to tackle foundational aspects of the moving image, from the still image to film and video to current digital formats such as videogames. We will do so with Berlin as our constant backdrop. How did technologies of representation develop their language from framing to montage, to videogame cutscenes? We will work with examples taken from Berlin's film history but will also reach into digital formats.

The class will include readings, hands on exercises, analyses assignments, as well as a final team project that will re-stage pre-visualization versions of existing film scenes on location in Berlin.

Course Learning Outcomes

- Textual/Visual Analysis: Students will learn to read, analyze, and interpret not only cultural projects such as film, literature, art, and new media, but also scientific and technical documents.
- Interpretive Frameworks: Students will become familiar with a variety of social, political, and philosophical theories and be able to apply those theories to creative and scientific texts, as well as to their own cultural observations.
- Communication Skills: Students will be able to gather, organize, and express information clearly and accurately, with sensitivity to will be able to do so both by using traditional media and by tapping the potential of new digital media.
- Students understand and apply the mathematical principles and computational affordances appropriate to creative digital expression
- Students can create digital artifacts with an awareness of history, audience, and context.
- Students can work effectively in teams to accomplish a common goal

Required Course Materials

Our readings will be online and come from various sources but a key reference is:

- Bordwell, David/ Thompson, Kristin, *Film Art: An Introduction*, (New York: McGraw-Hill Inc., various editions)

Grading Policy:

Grading of individual pieces will be in percentage and then converted to points.

The Honor Code of Georgia Tech applies (see <http://www.honor.gatech.edu/>).

Grade breakdown:

100-90% = A

89-80% = B

79-70% = C

69- = D

Assignments

	Percentage/ points
Participation	20
Berlin comic	15
Film analysis/ talk	20
Scene analysis/ essay	15
Final project	30

Description of Graded Components

Berlin comic – create a short comic (at least 3 panels) situated in Berlin and depicting part of story that you set in the city; you will receive a simple story prompt to work around; show that you understood the basics of perspective, light, mise-en-scene and framing as you tell your short story/ situation; this story can be a fragment but should be visual first (the focus is not on dialogue and verbal descriptions); the art style is your own choice (you can hand draw, take pictures and photoshop/ Gimp them, make assemblage pieces) but the scene has to include a Berlin location and the story should be situated in Berlin

you hand in: brief presentation of the comic in class and you submit the comic on Canvas by 5PM of the due date; also submit any additional material if applicable (e.g. images of the original location or explanations on the story)

Film analysis: presentation – (group project) you will focus on a single movie produced in Berlin (or at least in Germany) and analyze it; pick one or two scenes that are exemplary for the piece and that highlight the specific expressive features of the production; find the specific ways in which

each scene applies expressive means of the moving image and connect them back to our readings; then present your analysis in in class

you will be graded mainly on the performance in class (did the presentation cover the key elements of that particular scene? Did you connect it to our readings and other texts relevant for our course? Did you draw in additional material, references, texts? Is the presentation clear and are the slides well done?) length ~20 min + discussions

you hand in: submit the powerpoint slides and the links to the clips you compared on Canvas by 5PM of the due date

Scene analysis: essay – (individual) a 2 page analysis using the ACM-style template, this is a continuation of the presentation; each student will pick only one scene from the movie they already presented to class and will focus on one or two main key elements of an individual scene (e.g. camera, design, editing, color, themes); do not re-use a scene that you have already covered in your shared presentation and please coordinate among your group that no two students pick the same scene from your movie; this should be a new take on a part of the film not yet covered; include the feedback from the presentation and work your analysis into a critical text that presents your main argument

you will be graded on the level in which you apply texts we have discussed and how you use additional texts; contextualize the analysis in the framework of this course; clear academic argument (no film critique! No simple shot breakdown! It is often advisable to organize your essay around the key components you want to discuss instead of following the shot order); clear development of own perspective, clear discussion instead of mere presentation; plan the structure of your write up (introduction, main discussion with cross-references to readings in class/ other texts, conclusion with own perspective)

you hand in: you submit your analysis on Canvas as .pdf of the 2 pages using the template (deadline: 5pm of the due day); include pointers to YouTube videos of your selected material (if applicable)

Final project – we will form groups of ~3-5 students working on final group projects; you will be asked to scout Berlin for a fictional film production that looks for the best location for a movie re-make; you will pick a sequence that needs to be re-shot and have to identify a fitting location, take pictures and storyboard the scene there (use photos as well as sketches), and ultimately produce a low-fi pre-visualization of your idea; be ready to clarify why you chose a particular shot to tell this particular story'; you will present your project in class to pitch your particular approach and its strengths; length ~20-25 min + discussion

you hand in: you submit the package with the storyboard, your recorded and edited scene, any additional material (e.g. a video, plans, design docs) on Canvas

Participation: (20 points) regular attendance (see also attendance policy) and punctuality; (note that attendance is crucial but does not equal participation); participation in class; contributions to

discussions; engaging the opening discussions of theory sessions; teamwork! Help your fellow students, come up with suggestions in the design discussions, assist whenever somebody is stuck; one measure of attendance will be your contributions to direct questions (often posed at the beginning of the sessions)

you hand in: nothing to hand in; participation will be assessed over time

Course Policies

Attendance and/or Participation

Class attendance is required. If a student needs to miss a class due to an approved absence (see <https://catalog.gatech.edu/rules/4/>), contact the instructor 24 hours in advance. If Institute Approved Absences collide with class times please contact the instructor in advance to make sure the workload can be distributed.

If you cannot inform the instructor 24 hours in advance, send a justification for any absence via email before class and mention the legitimate reasons for missing class. Travel is not a legitimate reason. Depending on the impact, each unexcused absence will affect your end of semester final grade. Four unexcused absences (or more) lead to a fail for the class. Any exam or class presentation missed due to an unexcused absence will be recorded as a zero.

Attendance performance will also inform the participation grade.

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. Review [Georgia Tech's Honor Code](#) and the student [Code of Conduct](#).

Any student suspected of cheating or plagiarism on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Core IMPACTS

This is a Core IMPACTS course that is part of the Humanities area. 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 should direct 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

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, [contact the Office of Disability Services](#) (404-894-2563) as soon as possible to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

Student-Faculty Expectations Agreement

In this class, we strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and students. A basic breakdown of these expectations is here: [The Student-Faculty Expectations](#).

Pre- &/or Co-Requisites

Pre-requisite LMC 1102 English

Collaboration, Group Work, and Use of Generative AI

Individual assignment need to be developed and presented by each individual students. Group assignments will require collaboration and teamwork.

The use of AI for background research is allowed but students must be able to understand, critically interrogate, and explain any material. AI is not permitted in the generation of any final deliverable (text, presentation, media, code) unless specifically allowed by the instructor.

Extensions, Late Assignments, & Re-Scheduled/Missed Exams

Late submissions lead to automatic reductions of the grade unless a valid excuse is provided. Any 1 day delay, meaning anything after 5pm of the due day, will have 10% reduced from the grade; any 2 day delay will have 20% reduced, 3 day delays will not be accepted.

Extensions and make-up assignments are given for illness, approved Institute activities or religious observances (see <https://catalog.gatech.edu/rules/4/>).

Student Use of Mobile Devices in the Classroom

No use of cell phones (including texting) or headphones in class unless it is for coursework or approved by the instructor.

Additional Course Policies

Students should not record class sessions unless permitted by the instructor.

We will be hosted by the TU Berlin and students should remain aware of their code of conduct (for guidance see <https://www.tu.berlin/en/about/organization/advising-services-complaints-offices>).

Resources for Students

Student Well-Being:

Your health is more important than this class. Sometimes it is difficult for the instructor to have enough personal contact to see how you are. But you should know that your health and wellbeing are much more important than any grade or coursework. Let us help if any situation develops – the earlier the better. Again, please inform the instructor of any issues or challenges and do not hesitate to reach out.

Coursework can be demanding and everybody can encounter challenges sometimes. There are many reasons, such as an illness or a family emergencies, that might affect focus and studying conditions. If this happens to you, come and see the instructor about it as soon as possible to make alternative arrangements for work that has been missed, and continue coming to class.

If you encounter more pressing difficulties, anxieties, or mental health challenges, then please let the instructor know but also turn to the support we have in place at the Institute. This includes the Counseling Center (<https://counseling.gatech.edu/>).

Georgia Tech has partnered with Uwill to offer virtual mental health services in addition to what is provided by the Center for Mental Health Care and Resources and our other campus partners. Through this new service, students will have access to five free virtual counseling sessions without a referral, as well as virtual on-demand wellness events to complement counseling. Use your @gatech.edu email address to sign up at <https://app.uwill.com/>

A [comprehensive list](#) of wellness related resources has been compiled and maintained by the Office of the Vice President for Student Engagement and Well-being ([student-resource-guide](#) ([gatech.edu](#)))

Additional Syllabus Components

Please be aware that your work might be accessible to others in future classes or in other academic presentations. This regards your code, presentations in class, as well as the videos and other deliverables. Unless you explicitly state that you do not want your work shared, it is implied that you give permission for sharing work with others in the class and with future students. If you are not comfortable with this, please let the instructor know. Unless you inform the instructor in writing (email) that you do not want your work shared with others in the context of current and future versions of this course, it is assumed that it is available.

You will work in public spaces in a foreign country and need to be mindful of different cultural, social, and legal circumstances. For a general travel advisory for Germany see <https://travel.state.gov/en/international-travel/travel-advisories/germany.html> .