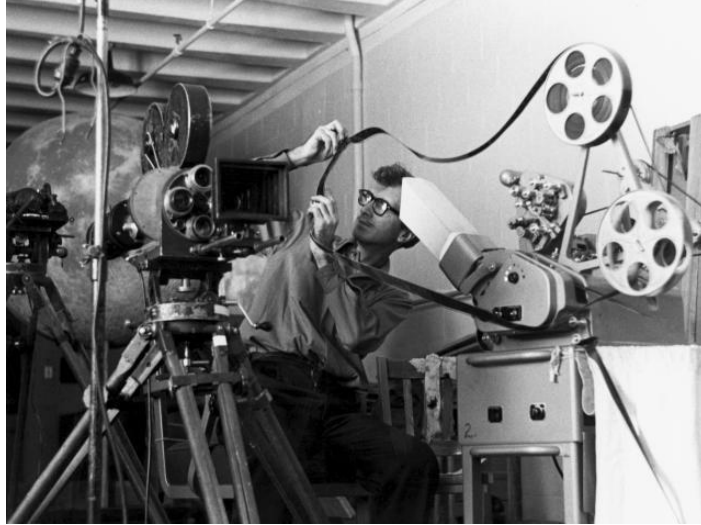


LMC 2500 - Introduction to Film
Summer 2026



Instructor: Dr. Koel Banerjee

Course Overview

Introduction to Film offers a comprehensive overview of film studies along three main axes: film language, film history, and film theory. This course explores the evolution of cinema from early nickelodeons to today's digital streaming platforms, examining how this globally influential medium has shaped—and been shaped by—artistic, technological, and social developments.

Throughout the semester, we will analyze the formal elements that constitute cinematic language: mise-en-scène, cinematography, editing, and sound. Students will develop critical tools to understand how these elements work together to create cinema's effects and affects.

The course delves into the history and techniques of narrative cinema, with particular attention to classical Hollywood. Moving beyond mainstream narratives, we will also explore alternative cinematic practices, including documentaries and experimental films. We will also examine cinema's global travels.

The course will grapple with fundamental questions about the medium: What defines "cinema" in an era of digital production and consumption? How do films function beyond entertainment?

CORE IMPACTS

This is a Core IMPACTS course that is part of the Arts, Humanities & Ethics area.

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help 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 in English or other languages, 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

Learning Outcomes

By the end of this course, students will be able to:

- Apply specialized vocabulary and concepts to analyze the formal elements of film, including editing, cinematography, and mise-en-scène.
- Evaluate how specific formal techniques contribute to a film's overall artistic vision and emotional impact.
- Construct persuasive arguments about a film's significance using appropriate evidence from both the film text and scholarly sources.
- Differentiate between multiple interpretations of the same film and assess their relative strengths and limitations.
- Compare narrative strategies across different film movements, genres, and historical periods.
- Contextualize films within their specific historical, technological, and cultural moments of production.
- Trace the evolution of cinematic forms and practices from early cinema to contemporary digital media.
- Assess how social, political, and economic factors have influenced both mainstream and alternative filmmaking traditions throughout history. **Required Materials**

Textbook:

David Bordwell and Kristin Thompson, *Film Art: An Introduction*, New York: McGraw-Hill, 13th edition or earlier.

Films:

All films on the schedule are required texts. Most are available through the GT library; links will be provided on Canvas.

Please watch the assigned film before class meeting.

Course Requirements and Graded Assignments

Attendance and Participation: 10 points

Film Posts: 20 points

A Story in 16 Frames: 20 points

Formal Analysis Essay: 20 points

Final Project: 30 points

Grading Scale:

Your final grade will be assigned as a letter grade according to the following scale:

- A 90-100%
- B 80-89%
- C 70-79%
- D 60-69%
- F 0-59%

Late Work and Extension:

All assignments should be submitted by the deadline set by the instructor. There will be a grade penalty for papers turned in after the due date (five points per day late). However, if you request an extension at least 24 hours before the due date, one will be given.

Course Expectations and Guidelines

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. Any student suspected of cheating or plagiarizing on an assignment will be reported to the Office of Student Integrity, which will investigate the incident and identify the appropriate penalty for violations. For more information on the Honor Code, visit the OSI website.

Accommodations for Individuals with Disabilities

If you are a student with learning needs requiring special accommodations, please contact the Office of Disability Services at 404.894.2563 or visit their website as soon as possible to discuss your needs and obtain an accommodations letter. Once you have the letter, schedule an appointment with me at your earliest convenience to discuss how we can best support your learning needs.

Electronic Device Policy

Laptops are permitted for the purposes of note taking and accessing course readings only. You will be marked absent if you are found using your laptop for any other purpose.

Phones are strictly prohibited.

Artificial Intelligence (AI) Tools

I recognize that generative AI is here to stay, and you can use it in this class in specific ways (see below). You are permitted to use AI for the following purposes:

- I. Cleaning up your prose (e.g., Grammarly). But this also means that you are not actively learning how to write better and letting a machine do it for you. In addition, prose edited by Grammarly typically sounds generic. But if that is okay with you, go for it!
- II. Starting your learning journey – i.e., a resource to help you brainstorm and start gathering ideas (as many of us use Wikipedia).
- III. If you use ChatGPT or other LLMs or AI sources, you must cite them in the assignment as you would a textual or web-based source.

You may not use AI in the following ways:

- I. Writing most – or the entirety of – the assignment.
- II. Copying text straight from AI to the assignment. This is considered plagiarism.
- III. Using AI-generated ideas unquestioningly. Remember, AI can – and often does – provide you with dubious and unverified information from the Internet. So, you must fact-check it. You are solely responsible for the accuracy and quality of your assignments.
- IV. Using AI but not citing it in the assignment.

Inappropriate use of generative AI will result in a 0.

Course Schedule

Unit 1: Film Language

Unit 2: Film History & Movements

Unit 3: Film Theory: Genre and Industry