

107-076 Contemporary Hollywood Cinema

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus.
Time Commitment:	Contact Hours: A 2-hour screening, a 1-hour lecture, a 1-hour tutorial per week Total Time Commitment: Not available
Prerequisites:	Usually 12.5 points of first-year cinema studies.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p><p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p> </p>
Coordinator:	Assoc Prof Angela Ndalianis
Subject Overview:	<p>This subject explores developments in the Hollywood film industry from the 1960s to the present. Students should grasp some of the key issues of this period, including the focus on modernist strategies; revisionist approaches to early Hollywood genres; allusionism and the new generation of Hollywood film school 'auteurs' (Coppola, Spielberg, Scorsese); and the generation that followed (Burton, Tarantino, the Coens, Lee). This subject will also look at the interconnection between various entertainment industries. The focus will be on the emergence and significance of 'high concept' as a production and marketing strategy. The implications of the crossover between the film, television, comic book, computer game and theme park industries will also be explored, as will the central role played by new digital technologies in shaping the industry.</p>
Assessment:	<p>A 1500 word tutorial paper 40% (due during the semester), and a 2500-word essay 60% (due during examination period). Assessment submitted late without an approved formal extension will be penalised at 2% per day. Students who fail to submit up to 2-weeks after the final due date without a formal extension and/or special consideration will receive a fail grade for the piece of assessment.</p>
Prescribed Texts:	None
Recommended Texts:	Information Not Available
Breadth Options:	<p>This subject is a level 2 or level 3 subject and is not available to new generation degree students as a breadth option in 2008.</p> <p>This subject or an equivalent will be available as breadth in the future.</p> <p>Breadth subjects are currently being developed and these existing subject details can be used as guide to the type of options that might be available.</p> <p>2009 subjects to be offered as breadth will be finalised before re-enrolment for 2009 starts in early October.</p>

Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<ul style="list-style-type: none"> # be skilled in critical thinking and analysis; # possess effective written communication skills; # have an understanding of social, ethical and cultural context.
Notes:	Students who have completed 107-082 The Entertainment Experience are not eligible to enrol in this subject.
Related Course(s):	<ul style="list-style-type: none"> Bachelor of Arts Bachelor of Arts(Media and Communications) Diploma in Arts (American Studies) Diploma in Arts (Cinema Studies) Graduate Certificate in Arts (American Studies) Graduate Certificate in Arts (Cinema Studies) Graduate Diploma in Arts (American Studies) Graduate Diploma in Arts (Cinema Studies)