

## 670-350 Contemporary Hollywood Cinema

<b>Credit Points:</b>	12.500
<b>Level:</b>	Undergraduate
<b>Dates &amp; Locations:</b>	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus.
<b>Time Commitment:</b>	Contact Hours: A 2-hour screening, a 1-hour lecture, a 1-hour tutorial per week Total Time Commitment: Not available
<b>Prerequisites:</b>	Usually 12.5 points of first-year cinema studies.
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt;         &lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>
<b>Coordinator:</b>	Assoc Prof Angela Ndalianis
<b>Subject Overview:</b>	<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>
<b>Assessment:</b>	A 1500 word tutorial paper 40% (due during the semester), and a 2500-word essay 60% (due during examination period).
<b>Prescribed Texts:</b>	None
<b>Recommended Texts:</b>	Information Not Available
<b>Breadth Options:</b>	<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>
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	# be skilled in critical thinking and analysis;

	# possess effective written communication skills; # have an understanding of social, ethical and cultural context.
<b>Notes:</b>	Students who have completed 107-082 The Entertainment Experience are not eligible to enrol in this subject.