

Degree programme	Type	Course
Audiovisual Communication	OP	3

Contact lecturer

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Prerequisites

None.

Group languages

You can consult this information at the [end](#) of the document.

Objectives

The general goal is to know the narrative and expressive conventions of the different generic patterns of fiction cinema, analyzing the established typologies and giving special emphasis to the most recent film production and the reformulation and hybridization of genres.

The subject has a theoretical wing, with special emphasis on screenings and case analysis, but also a practical one, with the realization of an audiovisual production that allows to reflect and deepen the learning of the narrative and iconographic codes of a cinematographic genre. There are also two film analysis seminars on two specific pieces.

The course content will be sensitive to issues related to gender perspective and the use of inclusive language.

Learning outcomes

- KM15 (To define the main theories and models related to television and film genres.) To define the main theories and models related to television and film genres.
- SM14 (To demonstrate the skills necessary to create content adapted to each audiovisual genre.) To demonstrate the skills necessary to create content adapted to each audiovisual genre.
- SM15 (To apply imagination and creativity in content creation.) To apply imagination and creativity in content creation.

Contents

1.Introduction to the Theory of Film Genres.

Reformulation and Hybridization of Film Genres.

2.The Western and the Neo-Western: From Myth to Frontier

3.The Musical: Utopia, Movement, and Body

4.Science Fiction: Imagining the Future

5.Comedy: From Romance to Satire.

6.Historical Cinema: Approaches to and Appropriations of the Past.

Learning activities and methodology

Title	Hours	ECTS	Learning outcomes
Tutorials	6	0.24	
Shooting and editing of the visual essay	18	0.72	
Shooting and presenting an audiovisual essay	61	2.44	KM15, SM14, SM15
Contribution to the seminar debates	9	0.36	
Lectures	18	0.72	

Students will acquire knowledge and competencies through a range of teaching and learning methods:

1.Theoretical sessions consisting of lectures combined with in-class discussion and reflection exercises.

2.Seminars devoted to the discussion of assigned readings and audiovisual screenings, available through the Virtual Campus or other platforms.

3.Practical sessions in which students will work on the production of an audiovisual piece from the perspective of a cinematic genre.

This course incorporates innovative teaching methodologies such as the flipped classroom approach for case studies. Selected audiovisual works will be provided for students to watch outside the classroom. This approach allows more class time to be devoted to analysing the audiovisual material, sharing ideas, addressing questions, and engaging in discussion. Two seminar sessions will be dedicated to this activity.

The practical component (audiovisual production) will be based on Project-Based Learning (PBL).

The teaching methodology and assessment procedures described above may be subject to modification before the beginning of the semester.

A detailed schedule of the course sessions will be presented on the first day of class. It will also be available on the Virtual Campus, where students will find detailed descriptions of the assignments and practical activities, teaching materials, and any other information required to successfully follow the course.

The use of laptops, tablets and mobile phones will be regulated by the instructor according to the type of classroom activity. Students should therefore always bring, in addition to their laptop, tablet or mobile phone, writing materials such as blank paper or a notebook, and a pen or similar writing instrument.

Annotation: within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

Assessment

Continuous assessment activities

Title	Weight	Hours	ECTS	Learning outcomes
Participation and exercises in class	30%	15	0.6	KM15, SM14, SM15
Creation of an audiovisual work using genre theory	40%	21	0.84	KM15, SM14, SM15
Written test	30%	2	0.08	KM15, SM14, SM15

This course does not provide a single-assessment option.

The continuous assessment system consists of three components:

- A) Written theoretical exam (30% of the final grade).
- B) Production of an audiovisual work from a genre perspective (40% of the final grade).
- C) Attendance and participation in lectures, seminars, and practical sessions, assessed through exercises submitted via the Virtual Campus (30% of the final grade).

The teaching methodology and assessment procedures described above may be subject to modification before the beginning of the semester.

Students are entitled to resit the course provided they meet the following two requirements:

1. They have been assessed on activities accounting for at least two-thirds of the total course grade.
2. They have obtained a minimum grade of 3.5/10 in the written theoretical exam and a minimum grade of 3.5/10 in the practical assessment activities listed above.

The resit examination is not intended as a means to improve a passing grade.

If a student commits any form of academic misconduct that may significantly affect the grade awarded for an assessment activity, that activity will be graded 0 (Fail), irrespective of any disciplinary proceedings that may be initiated. If multiple instances of academic misconduct occur in the assessment activities of the same course, the student's final grade for the course will be 0 (Fail).

Students who neither attend classes nor participate in the practical activities will be recorded as "Not Assessed."

For this course, the use of Artificial Intelligence (AI) technologies is permitted exclusively for support tasks, such as bibliographic or information searches, text proofreading, or translation. Students must clearly identify any parts generated with AI, specify the tools used, and include a critical reflection on how these tools influenced both the process and the final outcome of the assignment. Failure to disclose the use of AI in assessed work will be considered a breach of academic integrity and may result in a partial or total reduction of the grade for the assignment, or more severe disciplinary sanctions in cases of serious misconduct.

Bibliography

ALTMAN, Rick (2000): *Los géneros cinematográficos*. Barcelona: Paidós.

GRANT, Barry Keith (2013): *Film Genre Reader IV*. Austin: University of Texas Press.

KALINAK, Kathryn (2018): *Genre, Authorship and Contemporary Women Filmmakers*. Edinburgh University Press

PEIRSE, ALISON (2020), *Women Make Horror*. Filmmaking, Feminism, Genre. Rutgers university press

WEBGRAFÍA

<https://www.studiobinder.com/blog/movie-genres-list/>

Software

Canva

DaVinci/ Premiere

Course groups and languages

The information provided is provisional until November 30. After this date, you will be able to consult the language of each group through this [link](#). To access the information, you will need to enter the course CODE

Type of teaching	Group	Language	Semester	Shift
(TE) Theory	4	Catalan	second semester	morning-mixed
(PLAB) Practical laboratories	41	Catalan	second semester	morning-mixed