



## COURSE DATA

### DATA SUBJECT

**Code:** 33891

**Name:** Cinematographic Art, Origin and Classicism

**Cycle:** Undergraduate Studies

**ECTS Credits:** 6

**Academic year:** 2026-27

### STUDY (S)

Degree	Center	Acad. year	Period
1006 - Degree in History of Art	Facultat de Geografia i Història	4	First quarter

### SUBJECT-MATTER

Degree	Subject-matter	Character
1006 - Degree in History of Art	History of contemporary art. Film history	COMPULSORY

### COORDINATION

CUELLAR ALEJANDRO CARLOS ALFONSO

PEREZ OCHANDO LUIS

## SUMMARY

A fundamental part of the history of contemporary art is the History of Cinema and Other Audiovisual Media. The subject will focus its study on Modern Cinema and its different national variants; the discovery of Eastern cinemas (fundamentally Japanese and Indian); the birth of other audiovisual media such as television, video, video games, and streaming; and the study of the most notable cases of cinematographic postmodernity up to the present time.

## PREVIOUS KNOWLEDGE

### RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE

There are no specified enrollment restrictions with other subjects of the curriculum.

### OTHER REQUIREMENTS

It is strongly recommended to have previously taken the subject Cinematic Art: Origin and Classicism (third year of the degree), and not to take them in reverse order.



## COMPETENCES / LEARNING OUTCOMES

### 1006 - Degree in History of Art

Be able to analyse and synthesise information from the various contents of art history and to apply it to professional practice.

Be able to apply basic knowledge to future professional situations through appropriate organisation and planning of the contents of art history.

Be able to apply the basic knowledge acquired by means of applying critical reasoning to the analysis and assessment of alternatives.

Be able to read the environment from the analysis, observation and deduction of information from artistic works produced throughout history.

Be acquainted with cinema and other audiovisual media.

Be acquainted with contemporary art.

Have an updated knowledge of bibliography and ability to analyse it critically, and be able to make a synthesis from a critical stand.

## DESCRIPTION OF CONTENTS

- 1 - The origin of cinematic modernity: classical Hollywood Mannerism.
- 2 - The American avant-garde: Maya Deren and Kenneth Anger.
- 3 - Italian Neorealism.
- 4 - Scandinavian cinema: Carl Theodor Dreyer and Ingmar Bergman.
- 5 - Modern Cinema in France. The precursor generation.
- 6 - Modern Cinema in France: The Nouvelle Vague.
- 7- Other New Waves.
- 8 - Asian cinemas: Japan, India and China.
- 9 - Genre cinema and European co-productions.
- 10 - Other audiovisual media: television and video.
- 11 - American underground cinema. The New Hollywood.
- 12 - The blockbuster, indie cinema and the Global Screen Era.
- 13 - Postmodern audiovisual and latest trends.

**WORKLOAD****PRESENCIAL ACTIVITIES**

Activity	Hours
Theory	45,00
Classroom practices	15,00
<b>Total hours</b>	<b>60,00</b>

**NON PRESENCIAL ACTIVITIES**

Activity	Hours
Attendance at other activities	10,00
Individual or group project	30,00
Independent study and work	30,00
Preparation of lessons	20,00
Preparation for assessment activities	0,00
Resolution of case studies	0,00
<b>Total hours</b>	<b>90,00</b>

**TEACHING METHODOLOGY**

The development of the course is structured around the following points:

a) Three hours of classes.

They are theoretical and practical given by the teacher/a, through broadcast media, where the essential aspects of

b) Attendance at seminars, guided tours and other activities.

The course is structured as follows:

a) Three hours of classes per week. In these theoretical and practical lessons, taught using audio-visual media and

b) Attendance at seminars, guided tours and other activities, some of which may be compulsory. The nature of these

c) Attendance at tutorials.

Students may attend office hours at times set by the teacher in order to submit any queries on matters pertaining to

**EVALUATION**

SE1 – Final exam: 60%

SE2 – Practical assignments, coursework, or complementary activities: 40%

TOTAL: 100%



A minimum score of 4 points on the exam will be required in order to add the other grades

For the second call:

The second call comprises solely of a final exam. Grades for the other two evaluation components will be those the student has been awarded during the course and that have already been taken into account at the first call. These grades will only be maintained during this course. Therefore, any student who fails the course or who does not attend the second call will have to repeat the whole course, including all the evaluation components.

Regarding the obligations students have when using AI in assessable activities, as well as the responsible-use declaration for AI, please refer to the "*Guidelines for the Responsible Use of Artificial Intelligence (AI) in Teaching and Assessment Activities at the University of Valencia*" available at the following link: [https://www.uv.es/graus/normatives/Guia\\_actuacio\\_IA\\_UV.pdf](https://www.uv.es/graus/normatives/Guia_actuacio_IA_UV.pdf)

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