

Dystopian Storytelling: ScienceDesign & SocietyFiction

This course will give an introduction and an overview into the storytelling, dramaturgy and design of dystopian science fiction movies. Science fiction movies especially those with dystopian elements have more to offer than just a great story. They need a specific way of design. On several examples we will analyse the story, the form of control, the social system, art, culture and entertainment, but also the way how the protagonists in the movie communicate, travel or the way they dress, they love, they fight.

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Designtheorie > 2. Semester

Nummer und Typ	BDE-BDE-T-WP-2011.17F.001 / Moduldurchführung
Modul	Wahlpflichtmodul Theorie 2. Semester
Veranstalter	Departement Design
Leitung	Harald Krämer (School of Creative Media, City University of Hong Kong)
Zeit	Mo 20. Februar 2017 bis Mo 29. Mai 2017 / 13 - 15 Uhr
Anzahl Teilnehmende	6 - 15
ECTS	2 Credits
Lehrform	Online Seminar via Skype
Zielgruppen	Compulsory elective subject (Wahlpflichtfach) for students of the Department Design, 3. Semester
Lernziele / Kompetenzen	1. Overview of the primary narrative and design elements of a broad range of dystopian science fiction movies 2. Training the skills for critical film analysis by comparing two movies 3. Training your English talking skills by giving a presentation 4. Training your English writing skills by writing a seminar paper 5. Discuss dystopian role models and forms of manipulations to understand future perspectives of our society
Inhalte	What are the characteristics of a dystopian society? Typical dystopian Science Fiction topics are: Overpopulation, totalitarian or dictatorial state, world government by global conglomerate of leading companies, social classes, eugenics, state religion, repressive social control, continuous supervision and monitoring, but also permanent entertainment, 24/7 shopping and consuming as well as pandemics, catastrophes and any kind of extraterrestrial threat. By analyzing exemplary movies we will compare the structure, content, messages, design as well as the ways of manipulation and control.
Bibliographie / Literatur	You will get a list of the movies in the first lesson. Film analysis: Bert CARDULLO: Film analysis. A casebook, Malden MA: Wiley-Blackwell, 2015. (MIZ HQ 39334) John A. BATEMAN and Karl-Heinrich SCHMIDT: Multimodal Film Analysis, New York: Routledge, 2012. (MIZ HQ 34209) Alice Bienk: Filmsprache. Einführung in die interaktive Filmanalyse. 2. Aufl., Marburg: Schüren, 2008. Lothar Mikos: Film- und Fernsehanalyse. 2. Aufl., Konstanz: UVK, 2008. Thomas Koebner (Hg.): Filmgenres: Science Fiction, Stuttgart: Reclam, 2007. Science Fiction film: Denis GIFFORD: Science Fiction film, London: Studio Vista, 1971

(Zentralbibliothek ZH NABM 71:1969)
 J.P. TELOTTE: Science Fiction Film, Cambridge: Cambridge University Press, 2001. (Zentralbibliothek ZH GQ 36935)
 Roz KAVENEY: From Alien to the Matrix: Reading Science Fiction Film, London: I.B. Tauris, 2005. (Zentralbibliothek ZH GQ 42971)
 Claus M. WOLFSCHLAG: Traumstadt und Armageddon: Zukunftsvision und Weltuntergang im Science Fiction Film, Graz: Ares Verlag, 2007. (Zentralbibliothek ZH HQ 4983)

Leistungsnachweis / Testatanforderung	Active and regular attendance (min. 80%), Interest for Science Fiction and narratives. Eagerness in debating the texts. Continuous participation and assistance. Critical analysis of two movies. Presentation (30 Min.), infographic and seminar paper (15.000 signs incl. spaces).
Termine	20./27. Februar 6./13./20./27. März 10./24. April 8./15./22./29. Mai 2017
Dauer	Mondays 13:00 - 15:00
Bewertungsform	Noten von A - F