

Course Title: **Cult Film Genres: Fantasy, Sci-Fi and Horror**

Course Code: **CLSY604**

Descriptor Start Date: **01/01/2022**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S:

COREQUISITE/S:

RESTRICTION/S:

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

This course advances the study of popular genres, as connected to the frameworks of fantasy, sci-fi and horror. It provides a critical understanding of cult genres within the film industry, both locally and globally. It builds upon theoretical debates and social issues surrounding the evolution of fantasy, sci-fi and horror as films – including the connections to literature and other media – and their place in contemporary culture. It explores the textual, cultural, and social implications of fantasy, sci-fi and horror narratives in relation to the broader popular culture scope. It critiques the creation of fantasy, sci-fi and horror icons in their cinematic contexts, and their importance as part of cultural and industrial trends.

LEARNING OUTCOMES

1. Apply important critical theories to the analysis of fantasy, sci-fi and horror film
2. Demonstrate a critical understanding of fantasy, sci-fi and horror film in local and global contexts
3. Critically evaluate the impact of cult genres in the film industry, including the creation of followings and trends
4. Critique the relationship between film, popular culture, and identity, as explored via the representational medium of fantasy, sci-fi and horror as cult genres.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

CONTENT

CONTENT:

- Critical approaches to the notion of 'cult film'
- Critical approaches to fantasy, sci-fi and horror in film
- Connections between fantasy, sci-fi and horror cult film, and other media, such as literature, television, and comics
- Cult film, audience, and fandom subcultures
- Iconography and conventions in fantasy, sci-fi and horror
- Intersections of cult film and popular trends in fantasy, sci-fi and horror
- Cinematic hybrids of fantasy, sci-fi and horror
- Creative signatures in fantasy, sci-fi and horror
- Adaptation, prequels, sequels, remakes, and the problem with 'originality'
- Representations of gender, class, and ethnicity in fantasy, sci-fi and horror film.

LEARNING & TEACHING STRATEGIES

An appropriate range of strategies that may include lectures, tutorials & online learning.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Essay	45.00	1, 2
Case Study	55.00	1-4

Grade Map

MAP1

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

Students must attempt all assessments and attain an overall grade of at least 49.5% to pass this course.

LEARNING RESOURCES

There is no prescribed text for this paper. A list of suggested readings will be circulated to all students in class and via Canvas.

For further information, contact: Te Ara Poutama - Faculty of Maori and Indigenous Development

Principal Programme: **AK3704, Bachelor of Arts**

Related Programme/s: **AK3453**

Disclaimer: Course descriptors may be amended between teaching periods/semesters