

DANC A206: MOVEMENT, THE CAMERA AND THE CREATIVE PROCESS

Item	Value
Curriculum Committee Approval Date	12/06/2023
Top Code	100810 - Commercial Dance
Units	2 Total Units
Hours	72 Total Hours (Lecture Hours 18; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

This course provides both technical and artistic training in the creating, performing, and documenting of dance works. Students will explore practices and principles of choreography for the camera and the choreography of the camera when recording dance. Students will design, develop, analyze, and perform movement as artistic expression focusing on camera techniques, editing, and developing choreography viewed through a lens. Dance students will leave this course prepared for more effective collaborations with filmmakers, along with basic tools to create promotional materials, social media content, and films of their own. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Students will gain an understanding of choreographing for the camera and the choreography of the camera when recording dance for all screens.
2. Students will understand basic shooting, editing, and presenting movement using a variety of image software.

Course Objectives

- 1. Understand the history of screen dance.
- 2. Develop a deeper understanding of, and appreciation for movement for the screen.
- 3. Establish and apply terminology for screen dance analysis.
- 4. Prepare for more effective collaborations with filmmakers and choreographers.
- 5. Shoot, edit, and present movement using a variety of image capture, editing, and presentation tools.

Lecture Content

Lecture: The History of Dance for the Screen Camera Techniques and how to apply movement Basic choreographic concepts- time, space, energy, shape Introduction of camera and film technologies and its applications

Introduction of software/ editing technologies and its applications
Terminology, shot lists, film treatments

Lab Content

Lab: Creation of basic movement studies Creation of movement studies for the camera Practice shooting, editing and presenting film studies Solo and group movement studies Collaborating with musicians, actors, other art forms Creation of promotional materials (reels), social media content

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Lecture, class discussion, film viewing, demonstration, discovery, class projects, assigned readings and others.

Reading Assignments

Handouts and online articles provided by the instructor. (2-4 hours)

Writing Assignments

Written film treatments/ proposals for each class project. Assessment and critique of historical and current screen dance works, utilizing vocabulary and terminology learned in class. Written dance critique(s) of both dance films and live performances.

Out-of-class Assignments

Continue to explore and refine choreography started in class. Film both movement explorations and gather B-Roll. Edit film projects. (2-6 hours)

Demonstration of Critical Thinking

Through dance critiques, film treatments and peer and self-evaluation reports.

Required Writing, Problem Solving, Skills Demonstration

Dance critique (s), choreographed movement explorations, final- edited- film projects, other skills tests.

Eligible Disciplines

Dance: Masters degree in dance, physical education with a dance emphasis, or theater with dance emphasis, OR bachelors degree in any of the above AND masters degree in physical education, any life science, physiology, theater arts, kinesiology, humanities, performing arts, or music OR the equivalent. Masters degree required.

Textbooks Resources

1. Required McPherson, K.. Making Video Dance, 2 ed. New York, NY: Routledge, 2019