COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE		**SEMESTER**	3rd
COURSE TITLE	**FILMING AUDIOVISUAL PROJECTS**		

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	**WEEKLY TEACHING HOURS**	**CREDITS**
Lectures	3	6
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).	3	6

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	Optional / Specialised General Knowledge/ Skills Development
PREREQUISITE COURSES:	None
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes
COURSE WEBSITE (URL)	

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

Upon completion of the course the student will be able to:

- Understand the basic aesthetic principles of cinematography.
- Analyze the photographic characteristics of a shot.
- Identify and apply the various aspects and functions of framing.
- Recognize and perform different camera movements to enhance visual storytelling.
- Understand the importance of shot duration.
- Comprehend and apply basic lighting techniques and settings.
- Develop technical skills in camera operation through hands-on practice.
- Become familiar with the essential tools and equipment of cinematography.
- Apply theoretical knowledge in practical cinematography exercises.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology	*Project planning and management*
Adapting to new situations	*Respect for difference and multiculturalism*
Decision-making	*Respect for the natural environment*
Working independently	*Showing social, professional and ethical responsibility and sensitivity to gender issues*
Team work	*Criticism and self-criticism*
Working in an international environment	*Production of free, creative and inductive thinking*
Working in an interdisciplinary environment	*……*
Production of new research ideas	*Others…*
	…….

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Working independently
- Team work
- Working in an interdisciplinary environment
- Production of new research ideas
- Production of free, creative and inductive thinking
- Decision-making
- Project planning and management

(3) SYLLABUS

The course offers an overview of the aesthetic principles, technologies, and practices of cinematography. Focusing on three key aspects of cinematography — the photographic qualities of the shot, framing, and shot duration— it explores concepts such as focal length (types of lenses), depth of field and focus, camera position (angles, distance, height, etc.), camera movements, and the long take, among others. The course also examines lighting issues and techniques. In addition to the theoretical study of cinematography, the course emphasizes practical training and the development of technical skills in camera operation. Through exercises, students become familiar with the tools and equipment essential for cinematographic work.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY *Face-to-face, Distance learning, etc.*	Face-to-face
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY *Use of ICT in teaching, laboratory education, communication with students*	Use of ICT in teaching (technologies for screenings and presentations), in laboratory education (camera technologies), in communication with students
TEACHING METHODS *The manner and methods of teaching are described in detail.* *Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.* *The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS*	

Activity	***Semester workload***
Lectures	13 *2 = 26 hours
Laboratory exercises	13*1 = 13 hours
Fieldwork	20 hours
Projects	60 hours
Study and analysis of bibliography	40 hours
Total	159 hours

STUDENT PERFORMANCE EVALUATION *Description of the evaluation procedure*	Students are evaluated based on the essays assigned during the semester and the written exams or/and practical exercise at the end of the semester. The evaluation criteria are made

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other *Specifically-defined evaluation criteria are given, and if and where they are accessible to students.*	known during the initial course lecture and are clearly stated in the material offered in the course's e-class.

(5) ATTACHED BIBLIOGRAPHY

-Suggested bibliography:

- Bordwell, David & Kristin Thompson. *Εισαγωγή στην Τέχνη του Κινηματογράφου*. Μορφωτικό Ίδρυμα Εθνικής Τραπέζης, 2012. [Eudoxus Book Code: 33153075]
- Θεοδωρόπουλος, Δημήτρης. *Το Φως στον Ελληνικό Κινηματογράφο*. Αιγόκερως, 2009. [Eudoxus Book Code: 86194508]
- Καβαγιάς, Γιώργος. *Κινηματογράφος Χωρίς Μυστικά: Ο Κινηματογράφος Χωρίς Μυστικά και η Τέχνη του Οπερατέρ.* Καστανιώτης, 2005. [Eudoxus Book Code: 122090853]
- Σκοπετέας, Ιωάννης. *Κάμερα, Φως και Εικόνα στην Ψηφιακή Οπτικοακουστική Καταγραφή: Κινηματογράφος, Τηλεόραση, Νέα Μέσα*. Ίων, 2017. [Eudoxus Book Code: 59384091]
- Στάθη, Ειρήνη. *Σημεία και Σύμβολα στη Γλώσσα των Εικόνων*. Αιγόκερως, 2011. [Eudoxus Book Code: 86194163]
- Zettl, Herbert. *Εφαρμοσμένη Αισθητική στην Τηλεόραση και τον Κινηματογράφο: Εικόνα, Ήχος, Κίνηση*. Ίων, 1999. [Eudoxus Book Code: 59370379]

-Additional bibliography:

- Brown, Blain. *Cinematography: Theory and Practice: Image Making for Cinematographers and Directors*. 4th edition. Routledge, 2022.
- Katz, Steven D. *Film Directing Shot by Shot: Visualizing from Concept to Screen*. Michael Wiese Productions, 1991.
- Katz, Steven D. *Cinematic Motion: A Workshop for Staging Scenes*. 2nd edition. Michael Wiese Productions, 2004.
- Keating, Patrick. *Cinematography*. Rutgers University Press, 2014.
- Lancaster, Kurt. *Basic Cinematography: A Creative Guide to Visual Storytelling*. Routledge, 2019.
- Landau, David. *Lighting for Cinematography: A Practical Guide to the Art and Craft of Lighting for the Moving Image*. Bloomsbury, 2014.
- Mascelli, Joseph V. *The Five C's of Cinematography: Motion Picture Filming Techniques*. Silman-James Press, 1998.
- Stump, David. *Digital Cinematography: Fundamentals, Tools, Techniques, and Workflows*. Focal Press, 2013.
- Wheeler, Paul. *Digital Cinematography*. Routledge, 2013.

Journals:

- The American Society of Cinematographers. https://theasc.com/american-cinematographer
- British Society of Cinematographers. https://bscine.com/