COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Film Genres	VCDE 319	3	**Theory** 3	**Practice** 0	3	5
Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
				X		
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate / Doctoral (Second / Third Cycle)	
			X			

Language of Instruction	English

Course Instructor(s)	Asst. Prof. Dr. Tayfun Bilgin	E-mail: tayfun.bilgin@arucad.edu.tr Office: ES OFF 04
Course Objectives	This lesson is about the concept and function of genre in cinema. Initially, the definition of genre in cinema and its evolution over time will be discussed. Throughout the course, dominant genres in Hollywood and world cinemas will be examined one by one. During the semester, sample films will be analyzed in class regarding how they demonstrate the characteristics of that genre.	

	Students will be able to:	**Teaching Methods**	**Evaluation Methods**
Course Learning Outcomes	**Define** core concepts of genre (conventions, iconography, hybridity) and **explain** the function of genre in cinema and industry.	Lecture & guided discussion	Midterm Exam (convention inventory)

	Listing major genres and sub-genres covered in the syllabus (comedy, western, crime, action/adventure, horror/thriller, detective/spy/gangster, sci-fi/fantasy/myth, musical, war/period, drama, epic/biopic/coming-of-age) and **row** their typical conventions.	Lecture & guided discussion	Midterm Exam (convention inventory)
	Remember key historical periods, representative films, and seminal creators for selected genres; **repeat** defining features from memory when prompted.	Case analysis & note-taking workshops	Midterm Exam (convention inventory)
	Choose accurate genre labels for film excerpts and **determine** whether examples show pure, hybrid, or sub-genre forms, justifying the choice with evidence.	Mini-reviews, timelines, in-class recall drills	Final Exam
	To describe the cultural meanings and social contexts of genre (e.g., how comedy, western, crime, horror, musical, war films narrate values and anxieties) across eras and markets.	Comparative discussion & directed readings	Final Exam
	Choose and pitch an original or hybrid **new genre** concept by **describing** (explains, narrates) its conventions, themes, audience, and sample logline/film list.	Project-based workshop & peer critique	Final Exam

Course Content	• Film Genres • Conceptual Analysis and Understanding of Cinematic Narration • Film Art and History • Hollywood's genres: theory, industry and history • Social aspects and cultural meanings of cinematic narration.

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the Course and Syllabus Review	T	-
2	Genre: definitions and concepts What is Film Genre? What is the function of a genre? How were they created?	T	Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 1 https://www.youtube.com/watch?v=uavggssb_rM https://www.studiobinder.com/blog/movie-genres-list/
3	Comedies and its many sub-genres	T	Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 2&4 Truby (2022) Unit 8 Neale (2000), p. 65-71
4	Epic/Biopic/Coming of Age	T	Neale (2000) p.60-65, p.85-92, p.118-125

5	Drama	T	Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 3&12 Neale (2000) p.112-118, 179-202
6	Western	T	Truby (2022) Unit 9 Neale (2000) p.43-46, p.133-142 Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 7
7	Crime	T	Truby (2022) Unit 7
8	MIDTERM EXAM- Creation of the New Genres		
9	Adventure – Action	T	
10	Horror/ Thriller	T	Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 14 Truby (2022) Unit 2&12 Neale (2000) p.82-85, p.92-100
11	Detective/Spy/ Gangster	T	Neale (2000) p.72-76, p.76-83 Truby (2022) Unit 12
12	Science-Fiction/Fantasy/Myth	T	Neale (2000) p.100-104 Truby (2022) Unit 4, 6 & 11
13	Musicals	T	Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 6 Neale (2000) p.104-112
14	War/ Combat Films/Period Films	T	Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013) Unit 8 Neale (2000) p.125-133

15	FINAL EXAM		

Required Course Material(s) / Reading(s)/ Text Book(s)	Truby, J. (2022). The anatomy of genres: How story forms explain the way the world works. Farrar, Straus and Giroux. Library Catalogue Number: PN3355 .T75 2022 Friedman, L., Desser, D., Kozloff, S., Nochimson, M., &Prince, S. (2013). An Introduction to Film Genres. NY: W. W. Norton &Company. Library Catalogue Number: PN1995 .F744 2014 Neale, S. (2000). Genre and Hollywood. London New York: Routledge. Library Catalogue Number: PN1993.5.U6 .N43 2000
Recommended Course Material(s)/ Reading(s) /Other	

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term Exam	1	40
Quiz		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other (class participation)		
Final Exam	1	60
TOTAL		100

	CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES					
	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories and research methods.		X			
2	Knows the principles and elements of basic design.	X				
3	Knows the history, theories and theorists of visual communication.	X				
4	Knows advanced practical skills in various commercial and creative contexts, including graphic and audiovisual multimedia design.	X				
5	Knows national and international ethical rules, standards and legal documents on communication and visual communication design.		X			
6	Able to use the tools, methods and techniques and computer software required for visual communication design applications.	X				
7	Able to produce innovative and original works that reflect abstract and concrete concepts by emphasizing creativity	X				
8	Has the knowledge and skills to transform creative and innovative ideas into graphic, photographic, typographic, illustrative, 2 and 3-dimensional, animated and interactive visual expressions.	X				
9	Applies visual communication design techniques with design technologies in developing and changing media environments.	X				
10	Has the competence to create visuals with designs that emphasize aesthetics in design processes.	X				
11	Has the competence to define the problem, solve the problem, plan, manage the project and present in the design-based project development process.		X			
12	Has the ability to use research methods and techniques in the field of Visual Communication.		X			
13	Has the competence to research, plan, implement and report during the project phase.			X		
14	Has the competence to establish the connection between design and aesthetic values.				X	
15	Has the competence to interpret universal visual culture and associate the ties of symbols with universal visual culture.					X
16	Has the competence to analyze, understand and interpret projects in the field of visual communication design with a critical and independent approach.		X			

17	Knows how to integrate and use digital technologies and artificial intelligence based/supported design tools creatively and innovatively in visual communication design and production stages.	X				
18	Knows how to integrate and use digital technologies and artificial intelligence-based/ supported design tools creatively and innovatively in visual communication design and production stages.	X				
19	Evaluates artificial intelligence applications in design studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.	X				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	15		3	45
Preliminary Preparation and self- study	15		3	45
Mid-Term	1		21	21
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		24	24
Other				
TOTAL WORKLOAD				135
TOTAL WORKLOAD / 25				5,4
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE

Plagiarism Disclaimer

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives.

Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	

	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16:Peace, Justice and Strong Institutions	
	SDG 17:Partnership for the Goals	

ASSESSMENT DETAILS AND EVALUATION CRITERIA:	
Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University. *Mandatory attendance for all of our courses is 70%, regardless of medical reports. Reports will only be valid if exams cannot be attended. A report must be submitted within three working days to the faculty secretary following an exam by students who are unable to take the exam for health reasons.	
PREPARED BY	Asst. Prof. Dr. Tayfun Bilgin
UPDATED	13.10.2025
APPROVED	