

Subject card

Subject name and code	Development of Cinema Style and Technology, PG_00166814						
Field of study	Audiovisual Production						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Subject group related to practical vocational preparation		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		1.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Division of Film and Media -> Institute of Culture Studies -> Faculty of Languages -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Grzegorz Fortuna-Skowron				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		1.0		9.0	25
Subject objectives	The student learns about technological changes/revolutions in cinema and their impact on film aesthetics and narrative conventions.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PFAL3_W04] He/she has knowledge of the types and genres of audiovisual activity as an artistic activity.		The student understands the influence of technology on particular types and genres of cinema as an artistic activity.		[SW4] test/exam - oral or written [SW1] oral statement/ conversation/discussion		
	[PFAL3_K01] Understands the need to constantly deepen and update professional qualifications in film production, especially actively following changes in this area.		The student understands the need for continuous updating of professional qualifications in film production, especially in the field of technological changes.		[SK1] oral statement/conversation/ discussion		
	[PFAL3_U03] He/she has the ability to evaluate audiovisual messages from an aesthetic point of view.		The student is able to evaluate the technology used in the film and its impact on the aesthetics of the moving image.		[SU1] oral statement/conversation/ discussion [SU4] test/exam - oral or written		
	[PFAL3_U04] He/she has the ability to assess the value of an audiovisual project script from an aesthetic point of view.		The student is able to evaluate an audiovisual project from an aesthetic perspective, understanding the relationship between the effect and the film technology.		[SU1] oral statement/conversation/ discussion [SU4] test/exam - oral or written		
	[PFAL3_W03] He/she understands the language of audiovisual media and knows professional terminology, also in English.		The student understands the relationship between the development of cinematographic technology and the language of film.		[SW4] test/exam - oral or written [SW1] oral statement/ conversation/discussion		

Subject contents	Development of cinematographic technology from the prehistory of cinema to the present.		
	Technological revolutions:		
	1) Sound and talkies. Dubbing, international "versions".		
	2) Color image technologies: the handicraft era, color processes (especially Technicolor), color negative, digital post-production. Black and white image technologies.		
	3) Stereoscopic, 3D cinema. Sensory cinema, tactile cinema. Wide and panoramic screens.		
	4) Digital revolution. Digitization of image, recording, projection, special effects, animation, production and post-production. Aesthetics of digital film.		
	Influence of individual technological changes on film art, especially on style, means of expression and production culture.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	active participation in classes	80.0%	20.0%
	colloquium grade	51.0%	80.0%
Recommended reading	Basic literature	Barry Salt. Styl i technologia filmu, Kraków 2007, t. 1 3 (fragmenty).	
		D. Bordwell, K. Thompson, Film Art. Sztuka filmowa, różne wydania.	
		P. Świerczek, Wszystkie kolory kina, Ekrany 2013, nr 6.	
		P. Sitkiewicz, Przegrane rewolucje kina 3-D, Kultura Popularna 2014, tom 3, nr 37.	
		T. Sito, Moving Innovation. A History of Computer Animation, CambridgeLondon 2013 (fragment).	
	Supplementary literature	Historia kina, pod red. R. Syski, T. Lubelskiego, I. Sowińskiej, 4 tomy.	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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