

## GCST1603 Screen Cultures and Gender: Film to Apps

**Week 1:** Assignment Project Exam Help  
**Introduction to the unit**  
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# TODAY

## Part 1: Admin Introduction

- Staff
- Lectures, tutorials, discussion boards
- Canvas
- Pandemic things

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## Part 2: Content Introduction

- Aims of the unit
- Course outline

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## Part 3: Assessments

- Journal entries x 3
- Final exam or essay



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**UNIT COORDINATOR:** Vivien Nara

[vivien.nara@sydney.edu.au](mailto:vivien.nara@sydney.edu.au)

Contact me about **most** things: general admin, special consideration, academic plans, timetabling, Canvas, etc.



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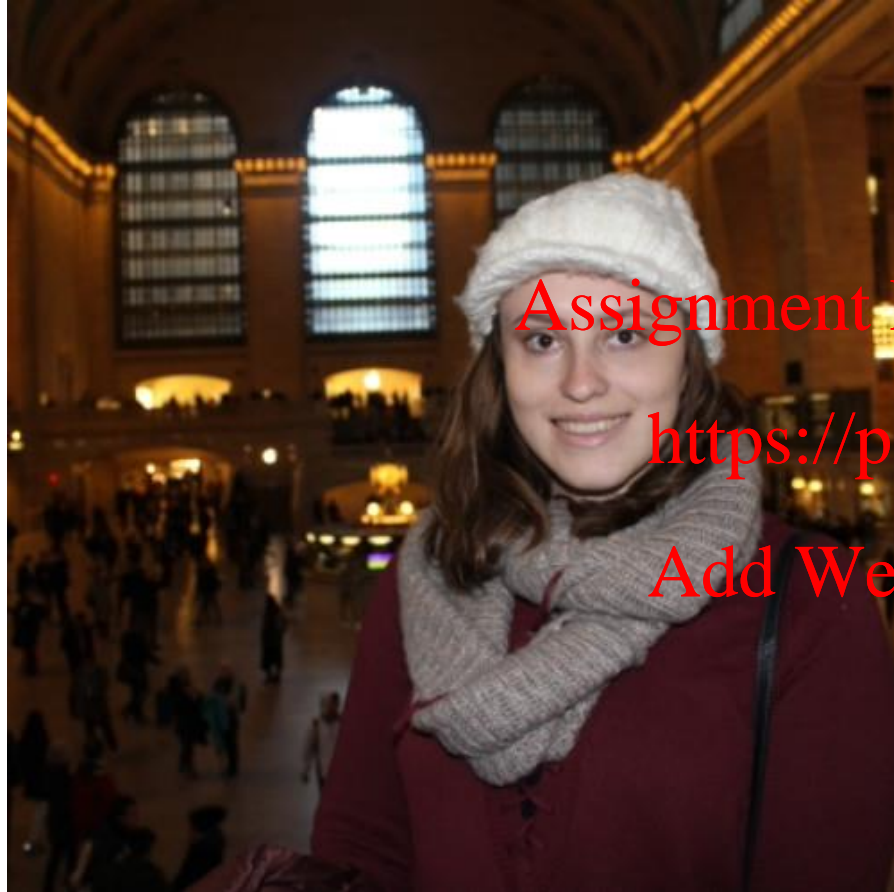
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# TUTORS!

Contact your tutors about tutorials, attendance, simple extensions, and marks



Georgia



Junyi

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# TUTORS!

Contact your tutors about tutorials, attendance, simple extensions, and marks



Hussein



Josto

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### **Lecture:**

12-2pm, Carslaw Lecture Theatre 175 and on Zoom

- Recordings will be uploaded to the Canvas shortly after

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### **Tutorials:**

Begin in week 2

Zoom tutorials available on Canvas in sidebar

## How to navigate the Canvas for this unit:

- Unit Outline
- Zoom
- Discussions
- Assignments
- Reading list (for extra readings)

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# Pandemic Reminder!

**Communication is key:** reach out if you are struggling.

**Disability services** (use this if you need it!!!):

- <https://www.sydney.edu.au/students/disability-support.html>

**Covid-19 support available:**

- <https://www.sydney.edu.au/covid-19/students/support-wellbeing.html>

**Special consideration:**

- <https://www.sydney.edu.au/students/special-consideration.html>

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# AIMS OF THE UNIT

50% Gender Studies

50% Cultural Studies

100% Screen Cultures

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“**Gender Studies** allows you to explore how sex and gender are understood and lived. It provides an important framework for considering wide-ranging social issues, including marriage equality, new forms of intimacy, gendered forms of labour, violence, race and representational practices”

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“One of the first drivers of the development of **Cultural Studies** was the desire to make sense of the dynamic and expanding sphere of popular culture. Popular texts produce and circulate key meanings about shared worlds.

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Culture Studies highlights how the mediated public sphere generates conversations about **value, interests and identities**—conversations that frame, respond to and shape social power and possibilities for social change. Research into the popular also helps us understand how people actively consume, use and increasingly create media cultures in their everyday lives.”

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50% Gender Studies

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100% Screen Cultures

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What counts as a screen?

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<https://powcoder.com>  
What is culture?

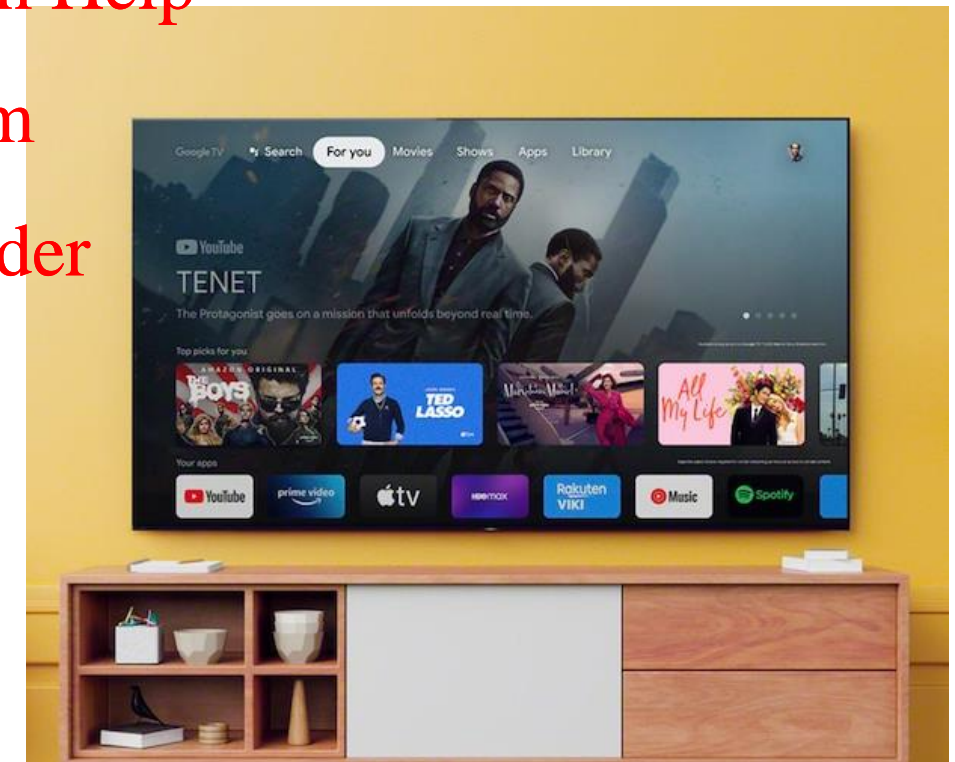
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# On Culture

“It is the very material of our daily lives, **the bricks and mortar of our most commonplace understandings**. What we wear, hear, watch and eat; how we see ourselves in relation to others [...].

The processes that make us, as individuals, as citizens, as members of a particular class, race, or gender – are **cultural processes** that work precisely because they seem so natural, so unexceptional, so irresistible.”

Turner, Graeme. 1996. *British Cultural Studies*, p. 2.





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# AIMS OF THE UNIT

1. To use screen cultures to see how gender is popularly produced, consumed, expressed and debated.

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# AIMS OF THE UNIT

2. To use screen cultures to consider how cultural forms and practices influence and vary what counts as “gender”

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# AIMS OF THE UNIT

3. To use screen cultures to think about how changing media forms and practices affect who we are and what we expect in our everyday lives.

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# AIMS OF THE UNIT

1. To use screen cultures to see how gender is popularly produced, consumed, expressed and debated
2. To use screen cultures to consider how cultural forms and practices influence and vary what counts as "gender"
3. To use screen cultures to think about how changing media forms and practices affect who we are and what we expect in our everyday lives

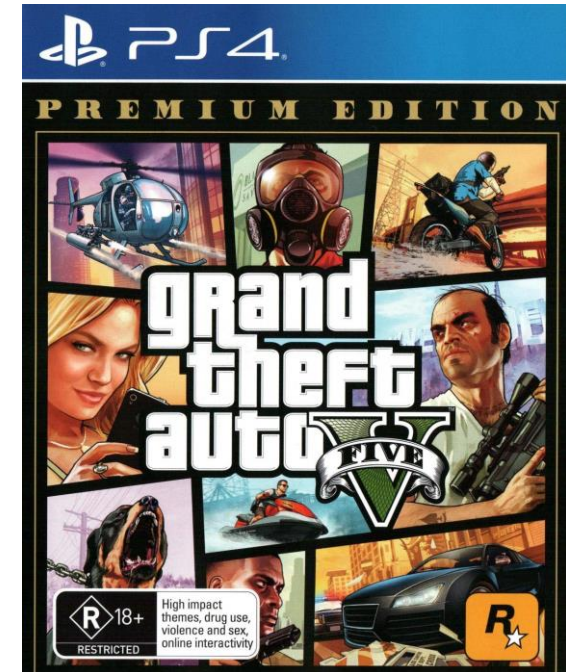
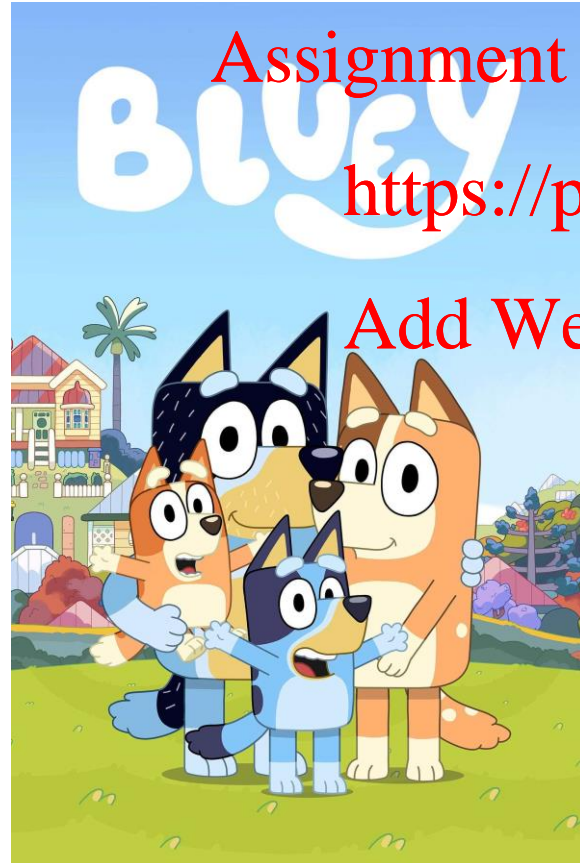
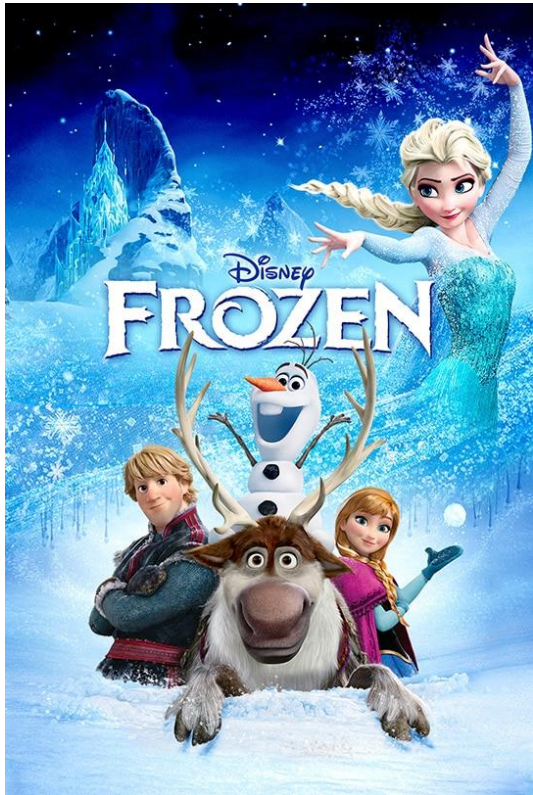
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# WEEK 2: Mapping screen/gender/culture

1. Screening gender/gendering screens
2. Playing gender



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# WEEK 3: The impact of popular cinema

1. Film and/as the public sphere
2. Screening the world as we know it



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# WEEK 4: Television, gender, genre

1. TV, Families and Flow
2. Reality Television



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# WEEK 5: Age, Gender, Government and Videogames

1. Children, Adults and Videogame policy
2. Gender and #Gamegore

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# WEEK 6: Online Culture from the Internet to Social Media

1. Media Change: Film, Television, Video, Computer, Console, Phone

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2. Social Media and Self-curation

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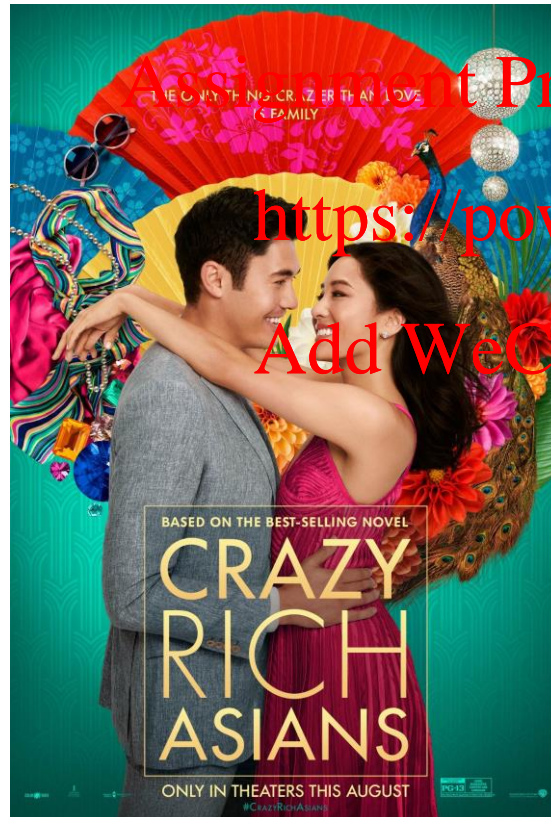
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# WEEK 7: Changing film; changing gender

1. Racialising Gender Ideals
2. Re-Gendering Heroes





# WEEK 8: New TV suppliers and representational diversity

1. Diversity and the Post-Network Era
2. Gender Politics and Contemporary Television

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# WEEK 9: Media fandom

1. Fandom and Fan Culture
2. Gender and Fan Fiction



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# WEEK 10: Online activism and cancel culture

1. #activism
2. Your fave is problematic – cancel culture

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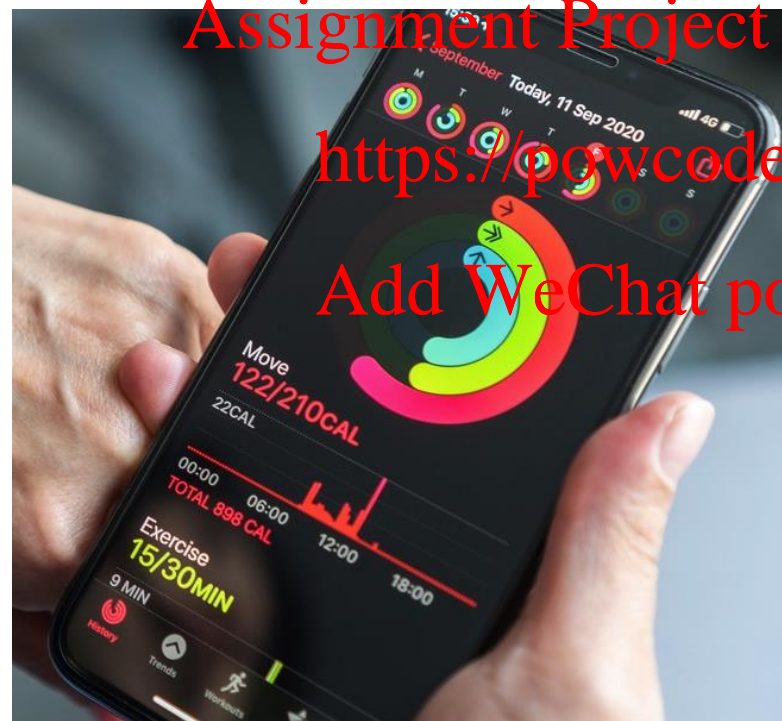
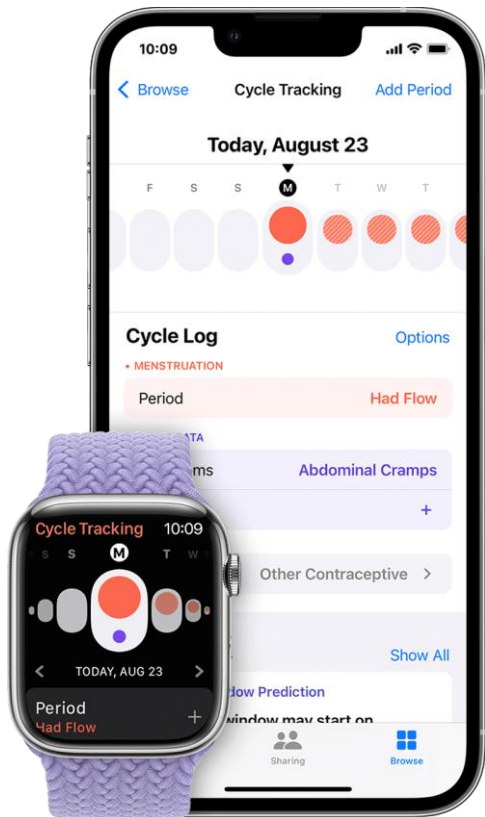
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# WEEK 11: Lifestyle and dating apps

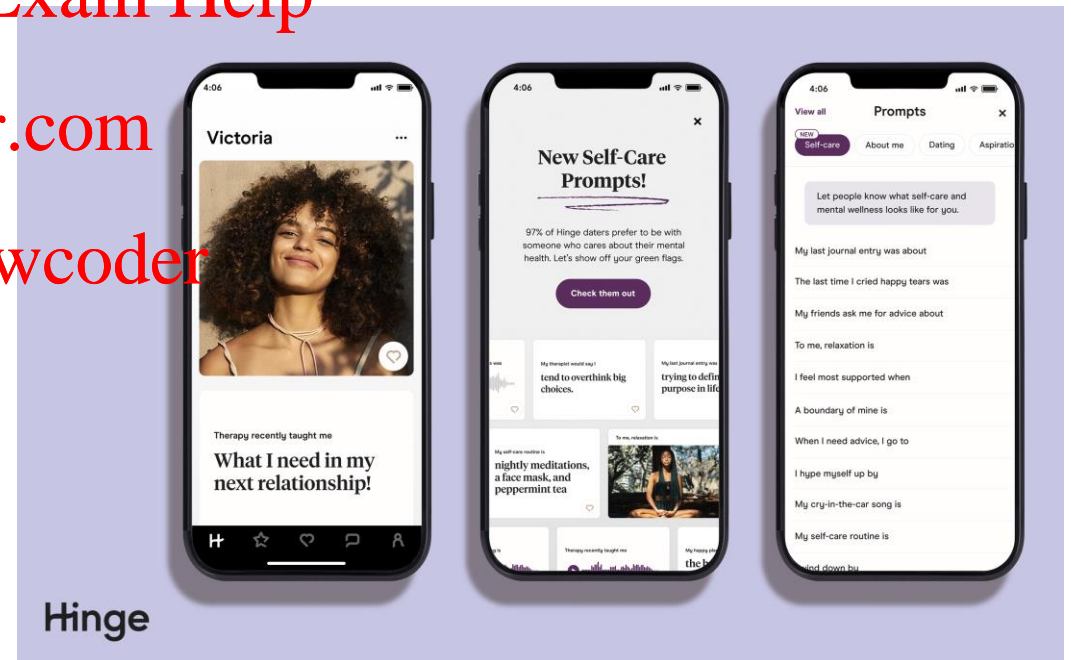
1. Lifestyle apps and the body
2. Dating Apps and Digital Intimacy



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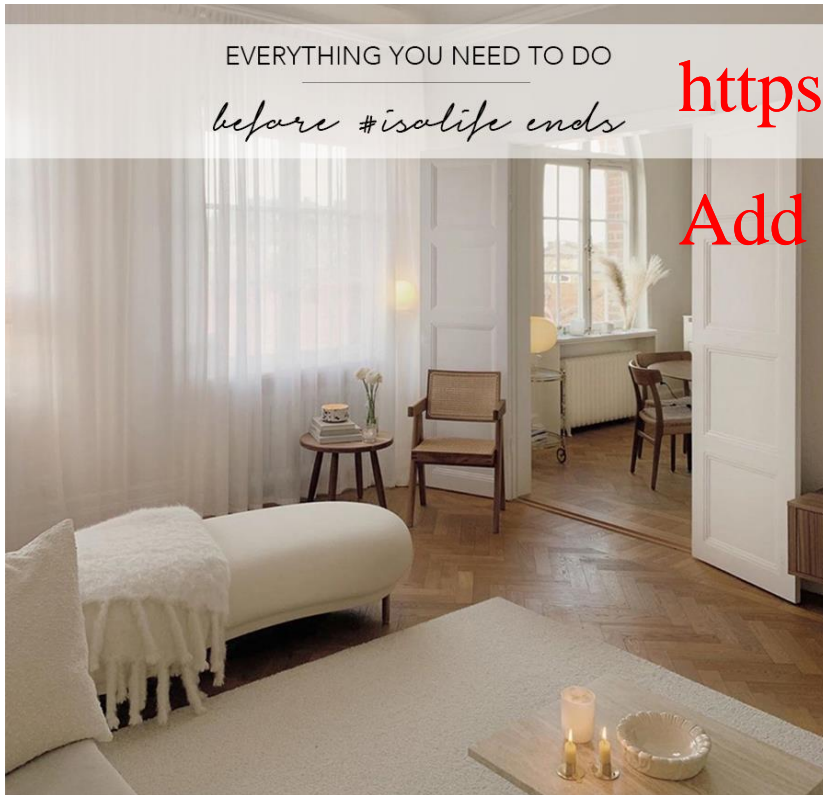
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# WEEK 12: Representing COVID and social distancing

1. Social distancing on screens
2. Screens, Work, and Domesticity in Iso Life

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# WEEK 13: Screen cultures and affective networks

1. Networked Screens, Convergent Selves, and Affective Labour
2. Open Q&A

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# Assessment

## Assignment Project Exam Help

1. Media Analysis Journal (3 entries) – (50%)
2. Final essay or exam (40%)
3. Participation (10%)

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## 1. Media Analysis Journal - 50% (various dates)

JE1 - 750 words, due 2 September (worth 20% of journal)

- Pick **ONE** question from Weeks 2-5
- Will not require you to conduct any research of your own, but it will require you to choose one or more appropriate media examples

JE2 - 750 words, due 7 October (worth 30% of journal)

- Pick **ONE** question from Weeks 3-9
- In this entry you will be expected to incorporate engagement with **one or two of the required or recommended tutorial reading(s)** for the week you have chosen as well as to engage with one specific media examples

JE3 - 1000 words, due 4 November (worth 50% of journal)

- Pick **ONE** question from Weeks 6-11
- Your answer to the question will draw on **at least two of the unit's required or recommended readings (you can choose from any week) and you will also find one additional scholarly reference** to help you answer the question.

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## **2. Final Take-Home Assignment - 40% (25 November)**

There are two options for the final assignment - a research essay, or a take-home exam-style assignment. The "exam" will be comprised of short answer questions covering the unit as a whole, and will be available 18 November and due one week later. Details on the "essay" option will be available 28 October and essays are due four weeks later.

- Exam: is 4 questions with 500 word answers, with expectation you draw on the materials of the course
- Essay is a response to one question, requiring further research

**Referencing is required in both**

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## **3. Participation - 10% (progressive)**

Participation will be assessed based on student engagement with unit materials in tutorials, or on the unit's discussion boards.

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