

Syllabus template

Semester: V				
Course : Mass communication and Videography				
Paper Title: Studies in Intermediality				
Paper code: C3MV230531T			Credits: 4	
Hours/week : 4				
Category: Core/MDC/SEC/VAC : Core				
Theory / Practical / Composite : Theory				
No of Modules : 1				
Course Overview: This course examines the historical context of intermedial practices, exploring how different media forms—including transmedia, film, virtual reality, and installations—intersect, influence each other, and create new forms of expression				
Course Outcome:				
1. Remember: Students will be able to explain the core concepts and terminology of intermediality, transmedia, and multimedia, detailing their foundational differences and overlaps.				
2. Understand: Students will be able to summarize the historical and theoretical contexts that led to the development of contemporary intermedial practices and installations.				
3. Students will be able to identify and apply models of media intersection to new or hybrid cultural products, such as those combining film and virtual reality.				
4. Students will be able to analyse and differentiate between various intermedial relationships across forms like literature, film, and digital art.				
5. Students will be able to critically evaluate the effectiveness and aesthetic implications of specific intermedial strategies used in installations or virtual environments.				
6. NA				
Full Theory – 100 marks paper End Semester Exam: 70 marks CIA - 30 marks (Mid Semester Test: 20 marks Class Seminars/Assignments: 5 marks Attendance: 5 marks) .				
Paper Structure for Theory Semester Exam: Two long questions out of three options – 2x20 = 40 marks. Three short questions out of five options – 3x10 = 30 marks				
SYLLABUS				
UNIT/Module	CONTENT	HOURS or NUMBER OF CLASSES	CO Mapping	COGNITIVE LEVEL
I.	• Historical Context	4	CO1,CO2,CO3, CO4.CO5	K1,K2,K3,K4,K5,K6

	• Trans-media, intermediality & multimedia and remediation • Adaptation in the context of Intermediality • Film and Intermediality • Virtual Reality, Augmented Reality and intermediality • Performing Art, Art Installations and intermediality			
Text Books				
1. Bruhn, J., & Schirrmacher, B. (2022). Intermedial Studies : An Introduction to Meaning Across Media. Routledge, Taylor & Francis Group.				
Suggested readings				
2. Cinematic Intermediality: Theory and Practice. Marion Schmid, Kim Knowles. (2021).				
3. Media Borders, Multimodality and Intermediality. L. Elleström. (2010). Springer.				
Web Resources				
1. Monoskop.org				
2. https://www.jstor.org/				
3. https://henryjenkins.org/				
4. https://library.oapen.org/bitstream/id/d414276b-50d0-4239-acbf-84a03d6bafbf/external_content.pdf				

Course outcomes (COs) and Cognitive Level Mapping

COs	CO Description	Cognitive levels
CO1	Students will be able to explain the core concepts and terminology of intermediality, transmedia, and multimedia, detailing their foundational differences and overlaps.	K1
CO2	Students will be able to summarize the historical and theoretical contexts that led to the development of contemporary intermedial practices and installations.	K2
CO3	Students will be able to identify and apply models of media intersection to new or hybrid cultural products, such as those combining film and virtual reality.	K2
CO4	Students will be able to analyse and differentiate between various intermedial relationships (e.g.,	K4

	adaptation, remediation, and transmediation) across forms like literature, film, and digital art.	
CO5	Students will be able to critically evaluate the effectiveness and aesthetic implications of specific intermedial strategies used in installations or virtual environments.	K5,K6