

Semester	2	
Course	ENGLISH	
Paper Code	MIEN240211T	
Paper Title	POSTLITERARY CINEMATIC ADAPTATIONS – BOOKS, COMIC BOOKS AND VIDEO GAMES AND THE CONTEMPORARY CULTURAL LANDSCAPE	
No. of Credits	3	
Theory / Practical / Composite	THEORY	
Minimum No. of preparatory hours per week a student has to devote	3	
Number of Modules	3	
Syllabus	<p>Module 1: Adaptation as an act of translation How to read films and understand traditional adaptation techniques Case study – Psycho, No Country for Old Men</p> <p>Module 2: Adapting comic books and video games – Contexts and significance The transformative effect on adaptation techniques and practices Case studies</p> <p>Module3: Convergence of media – Meanings and significance Transmedia storytelling – how media is being shaped and consumed in the digital world Case studies</p>	
Learning Outcomes	<ol style="list-style-type: none"> 1. Understand the principles of cinematic adaptation 2. Analyze the impact of comic book and video game adaptations on the medium 3. Examine the role of transmedia storytelling in contemporary cinema 4. Evaluate the changing nature of popular culture and how we consume it in the digital age 5. How media convergence is radically altering our attitudes to traditional media like literature and cinema 	
Reading/Reference Lists	<ol style="list-style-type: none"> 1. Timothy Corrigan, ed., Film and Literature: An Introduction and Reader 2. David Bordwell – How Hollywood Tells It 3. Dru Jeffries – Comic Book Film Style 4. Thomas Leitch – Film Adaptations and its Discontents 5. Henry Jenkins – Convergence Culture 6. Chris Stokel-Walker – Youtubers 7. Martin Freeman and Renira Rampazzo Gambarato, ed. – The Routledge Companion to Transmedia Studies <p>(Additional material will be provided by the course instructor)</p>	
Evaluation	<p>CIA: (15 marks) 10 + 3 + 2 MARKS</p>	<p>END-SEMESTER: (35 marks) Module One: 10 x 1= 10 Module Two: 10 x 1= 10 Module Three: 10 x 1= 15</p>
Paper Structure for Theory Semester Exam	<p>Module One: ONE long question (1 out of 2) 10 x 1= 10 Module Two: ONE long question (1 out of 2) 10 x 1= 10 Module Three: ONE long question (1 out of 2) 15 x 1= 15</p>	