English/Film Studies 394
Theories of Mass Culture: Trans-Media Narratives
Stuart Moulthrop – Spring 2018 – Online

How does the work of the storyteller change as stories move across media, or into complex inter- or remediations? Working across print, film, digital fiction, and video games, this class looks at various trans- and remediated stories, uncovering the ways in which their status as mediated objects intersects their constructions of heroism, monstrosity, identity, and history. Assigned texts include (among others) Mary Shelley’s *Frankenstein*, Shelley Jackson’s digital fiction *Patchwork Girl*, Moore and Gibbons’ graphic novel *Watchmen*, Alejandro Inñaritu’s film *Birdman*, Nick Harkaway’s novel *Tigerman*, and Ken Levine’s video game, *Bioshock Infinite*.

In addition to Film Studies, this course fulfills a requirement for English Track H: Media, Cinema, and Digital Studies.

Provisional Syllabus Outline for English 394 Sp18

*The actual syllabus may differ somewhat from this outline. For more information contact moulthro@uwm.edu.*

- **Weeks 1-3**: More and Gibbons, *Watchmen* (graphic novel)
- **Week 4**: Zack Snyder, *Watchmen* (film)
- **Week 5**: Alejandro Inñaritu, *Birdman* (film)
- **Weeks 6-7**: Nick Harkaway, *Tigerman* (novel)
- **Weeks 8-9**: Mary Shelley, *Frankenstein* (novel)
- **Week 10**: Shelley Jackson, *Patchwork Girl* (hypertext)
- **Week 11**: *Finder: Voice* (graphic novel)
- **Weeks 12-13**: *Bioshock Infinite* (video game)
- **Week 14**: *Gone Home* (video game)