



ArtIST

INTEGRATED INTERDISCIPLINARY EDUCATION MODULE ON ART,
ENTREPRENEURSHIP, INNOVATION AND SCIENCE



Erasmus+

Action PI-FORWARD – Support for policy reform — Forward-Looking Cooperation Projects
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Artist Toolbox: Cinema STEAM: From Theory to Practice

Artisttb29/Cinema STEAM: From Theory to Practice/ CNAM

Title	Cinema STEAM: From Theory to Practice
Purpose	This exciting module combines STEAM skills, film production and artistic creativity. It offers an immersive experience balancing theory and practice, preparing learners to succeed in the demanding world of film. Whether you're aiming for the technical aspects or dreaming of shining on the big screen, this module offers a unique opportunity to discover film and develop key skills for the future.
Description	This stimulating training module, entitled "STEAM Cinema: From Theory to Practice," offers an immersive dive into the world of cinema, harmoniously uniting STEAM skills with the practical aspects of film production and the artistic dimension of filmmaking.
STEM topics covered	In this module, a variety of STEAM subjects are explored, including the science of light and sound, camera technologies, the mathematics of visual composition, and set engineering. These areas are creatively integrated throughout the filmmaking process. The module objectives are as follows: • STEAM Cinematic Theory: Participants begin with a solid grounding in cinematic theory, discovering how STEAM concepts (Science, Technology, Engineering, Arts and Mathematics) weave together to bring compelling cinematic narratives to life. • Shooting Preparation (Theoretical): Learners are introduced to the crucial stages of shoot preparation, covering script creation, logistical planning, and technical needs analysis. • Practical Filming: After acquiring theoretical skills, participants move on to the practical phase. Each participant is free to choose whether to join the artistic team to play characters or the production team to oversee the technical aspects of the shoot. • STEAM Skills Integration: Learners apply their STEAM skills in real-life situations, solving problems related to film production. This includes aspects ranging from lighting to sound design to special effects. • Collaboration and Creativity: Throughout the module, the emphasis is on collaboration, innovation and creativity. Teams work together to create a short film, showcasing their understanding of cinematic concepts and their ability to solve real-life problems.
Arts topics	Participants will explore artistic concepts such as script creation, directing, set design, art direction and visual composition to create compelling cinematic narratives.
STEAM approach explained	The STEAM approach is at the heart of this module, promoting the integration of Science, Technology, Engineering, Arts and Mathematics in filmmaking. This stimulates creativity, innovation and problem-solving throughout the process.
Setting	This module can be produced in a dedicated film training environment, or in a suitable learning environment, provided it offers sufficient space for production activities. We strongly recommend shooting in the public space of the school, university or institution where the training takes place. This approach allows total immersion in the environment and offers the opportunity to work with an audience external to the participants and module facilitators, thus recreating the



	conditions of an authentic film shoot. To achieve this, it is essential to assemble a complete film crew, including a camera team, lighting team, make-up team, artistic team and production team.
Time frame	The duration of this module is designed to be adaptable to the specific needs of the participants. It can range from a few hours to several days or even weeks, depending on the desired depth of the learning process.
Group size	Ideal for medium to large groups, promoting diversity of perspective and collaboration. However, group size can be adapted according to needs and available resources.
Schedule and activities	The module includes a series of activities, from theory to practice. Participants learn the basics of filmmaking, immerse themselves in hands-on projects and collaborate to create an original short film. ● STEAM Cinematographic Theory: Initially, participants acquire a solid theoretical grounding by exploring the STEAM concepts that underpin filmmaking. ● Shooting Preparation (Theoretical): In this phase, learners delve into the practical aspects of shoot preparation, covering essential elements such as script design, logistics, and technical needs analysis. ● Practical Filming: Having mastered the theoretical basics, participants move on to the practical side. They have the choice of joining either the artistic team to embody characters, or the production team to manage the technical aspects of the shoot. ● STEAM Skills Integration: At this stage, learners apply their STEAM skills to real-life scenarios, solving concrete film production problems such as lighting, sound design and special effects. Collaboration and Creativity: Throughout the module, the emphasis is on collaboration, innovation and creativity. Teams work together to create an original short film, demonstrating their understanding of cinematic concepts and their ability to meet real-life challenges.
Age group / level of study	This module is aimed at a diverse audience, from high school students to adults. Activities are adapted according to age and level of study.
Preparation needed / pre-requirements	No previous film experience is necessary. Participants are encouraged to bring their curiosity, enthusiasm and willingness to learn.
Instructions for students	In this stimulating module, participants immerse themselves in cinematic scenarios, confront challenges and explore innovative solutions while creatively integrating STEAM concepts. They will move from theory to practice, developing solid cinematographic skills and bringing concrete projects to life.
Instructions for facilitators	Experienced facilitators are tasked with guiding participants through cinematic scenarios, fostering creativity, encouraging critical thinking, and stimulating collaboration. They ensure that learners actively explore the STEAM domains while creating their cinematic content.
Lessons learned	The module aims to strengthen participants' collaboration and creativity as they immerse themselves in cinematic projects. Learners acquire knowledge through practice and the application of STEAM skills, establishing a strong foundation for their future success in the world of cinema.

Additional materials	No extra equipment or resources are required. Participants are encouraged to harness their creativity and use the available resources for their cinematic creations, reinforcing the practical aspect of the module.
Inspiration if any, sources	This module draws inspiration from the vast realm of cinematic art, classic literary masterpieces, and STEAM principles to create an innovative learning experience that blends theory and practice in the dynamic approach of Cinema STEAM: From Theory to Practice.
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