

MULTIMEDIA GOTHIC

MRTS-4410-02/5400-02

Contact Info:

Instructor: Tanya D. Zuk, Ph.D.

Office Hours: By appointment, see the [Book Me](#) on Canvas

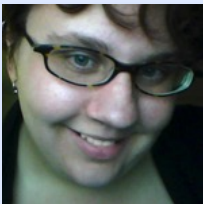
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About Me:

I earned my Ph.D. in Moving Image Studies at Georgia State University. My dissertation work focused on queer indie new media including video games, podcasts, web series, and social media storytelling. The majority of my research connects to fan studies and fan works.

I'm excited to be able to work in a multimedia and interdisciplinary department. I love genre media including sci-fi, fantasy, comics, and of course gothic horror.



Course Description

This course examines a genre that has persisted since the eighteenth century: the Gothic. Both popular and canonical, Gothic narratives walk an uneasy line between indulging the reader's desire for the thrill of a good ghost story and suggesting that the paranormal elements might all be the figment of an overactive imagination. The Gothic, in other words, is a genre that challenges the distinction between reality and imagination, truth and fiction.

What does it mean for something to be Gothic? How is the Gothic understood and adapted? This course considers how issues of mediation—the ways different media like film, television, web series, podcasts, video games, comics and even board games shape their content. How do the conventions of the Gothic adapt to visual and audio media? To different regional backgrounds? To different audiences?

How have ideas about the ways media represent, record, and distort reality influenced the construction of Gothic narrative? What issues are addressed in the Gothic genres? How have the

Assignments

Show & Tell	10%
Participation	30%
Reflections	60%

Grade Scale

97-100 A+	80-82 B-
93-96 A	77-79 C+
90-92 A-	70-76 C
87-89 B+	60-69 D
83-86 B	59-0 F

Last day to drop with a "W" is May 12th. Last day to change to P/F is May 15th.



Disability Services

If you need special arrangements for a documented disability, please contact the **Office of Disability Access**. This office can assist you in testing, registering and acquiring letters of accommodation as well as other services.

changed over time and why? Has Gothic evolve into something so far removed from its roots that it is no longer recognizable as Gothic?

Course Goals

By the end of this course you should be able to...

- Identify the major tropes and conventions of the gothic genre and their roles in storytelling
- Distinguish the medium specific aspects of the gothic genre tradition
- Trace the historical roots of classic, contemporary, and regional gothic traditions
- Interpret gothic works in regards to emotional/ phenomenological response and social commentary

Course Texts

Required readings will be available through Canvas. All screenings, games, and multimedia objects will be available in class. I have done my best to make the course texts available to you at no additional cost.

Course Policies

Class Environment

It is in the best interests of you as an individual and us as a classroom to create a positive, inclusive, classroom environment. One of the greatest challenges as an instructor is to provide an engaging, entertaining, and intellectual classroom experience. I need your collaboration to create the best educational experience for all involved. By participating in class discussion, being respectful of others opinions, and preparing for class we can all work together to create a creative and dynamic experience on and off screen.

Accommodation Statement

I endeavor to make this class accessible to every student and will do my best to make this class fit your needs. If you need special arrangements for a documented disability, please contact the

Office of Disability Access. If you would like to share pertinent medical information, request special arrangements for class seating, or need special assistance in the event of a building evacuation, please contact me in the first week of class. I am happy to alter content formats and provide multiple points of access to course materials.

Basic Needs & Security Statement

Any student who faces challenges securing their food or housing and believes this may affect their performance in this course is urged to contact the Dean of Students for support. For immediate food assistance, visit **UNT Food Pantry**. For emergency housing needs, visit **here** or Cloud 9 Charities. There are additional **Wellbeing and Safety Services** through Student Affairs. If you are comfortable, please let me know what is going on. I am ready and able to make course accommodations based on your circumstances, and assist in providing resources.

Attendance Policy

This class meets daily so that we can watch/play content as a class and discuss the course readings. I expect that you will attend class regularly and be prepared for each class session having reviewed assigned materials. That being said, life happens and I provide **1 unexcused absence** for you to use throughout the maymester as you need. Use them wisely. Additional absences will affect your participation grade.

Late Policy

All assignments must be submitted through the appropriate Canvas tool by 11:59 PM CST on the specified due date. Refer to the Assignment Guidelines and/or Rubrics for specific details on completing the assignments in this course.

Academic Integrity Policy

Please note that by staying in this class you are agreeing to abide by all the standards of academic integrity as found in the **Honor Code**. Please review the policies on AI generated content as developed by the Media Arts

Show & Tell

Show: Each class at least one student will start the show & tell discussion off by bringing in **one media text example** (*not assigned or discussed in the reading*) that relates to the topic of the day.

Tell: The student leader will prepare at least **three discussion questions** that engage with the reading and the media text they brought in to share with the class.

Show & Tell media text and questions must be submitted by the start of class the day you are presenting.



Responses

During the semester you will be prompted to complete **three** response essay prompts on:

- Gothic: Old & New (required)
- Gothic Places & Spaces or Minority Gothic
- Gothic Comedy or Gothic Games

Each reflection will be roughly **500-800 words** and will require you to reflect on your experiences with **gothic media texts AND course readings**. Specific prompts (or an option of prompts) will be available on iCollege.

These reflections are formal responses and as such require **citations** (MLA or APA). Though you may use multi-media in your response including images, clips, and even interactive elements.

department in Canvas. Additionally, you agree to hold to the legal and professional standards set within the media industries in regard to credits.

Subject to Change Statement

The instructor reserves the right to modify the course requirements and other related policies as circumstances may dictate, and with sufficient notification to all students. Even the professor can have an unanticipated emergency, and the university—or the community at large—may experience an emergency that requires changing the class schedule or requirements. *I don't expect to invoke this clause*, but if I do, you will be notified as soon as possible. Any change will also be posted to Canvas.

Resources

UNT Writing Center

There are several small papers, as well as a final project required in this class. You may find over the course of the semester, that you want help revising your work. You can sign-up for a session at: <https://writingcenter.unt.edu/>. I've used writing assistance throughout my academic career. No one gets citations or grammar naturally. Use every resource at your disposal!

Media Library

The Media Library contains the UNT Libraries' non-print, audiovisual, tabletop games, and video games collections. The Media Library also has **The Nest**, which is an e-sports and game design space. The mission of the UNT Media Library is to support the instructional and research needs of UNT faculty, staff, and students by collecting, maintaining, and providing access to media materials that represent all academic disciplines and all genres of film.

Course Schedule

All readings are due at the start of class. Screenings and games are in class. Show & Tell assignments should be submitted via Canvas before the start of class the day of your presentation.

Day	Readings	Media	Assignments
Day 1 5/11	Intro to Classic Gothic <ul style="list-style-type: none"> Wheatley, "Gender Politics and the Gothic" 	In Class Screening <ul style="list-style-type: none"> <i>Rebecca</i> (Hitchcock, 1940) <ul style="list-style-type: none"> Library Link 	Show & Tell Sign-Up
Day 2 5/12	Modern Gothic <ul style="list-style-type: none"> Deighton, "Crimson Peak and Gothic Girlhood" OR <ul style="list-style-type: none"> Kennedy, "Ann Radcliff's Legacy..." in <i>Gothic Afterlives</i> 	In Class Screening <ul style="list-style-type: none"> <i>Crimson Peak</i> (del Toro, 2015) <ul style="list-style-type: none"> Library Link OR <ul style="list-style-type: none"> <i>Frankenstein</i> (del Toro, 2025) 	

Day	Readings	Media	Assignments
Day 3 5/13	Hill House • Schneider, "The Haunting..."	In Class Screening • <i>The Haunting</i> (Wise, 1963)	
Day 4 5/14	Gothic Games • Chess, "Uncanny Gaming"	In Class Games • <i>Betrayal in the House on the Hill</i>	
Day 5 5/15	No Class		Response 1: Gothic Old & New
Gothic Places & People			
Day 6 5/18	American Gothic & Soundscapes • Goddu, "American Gothic" • Newland, "Archetypes of Southern Gothic"	In Class Listening • Unwell, "Homecoming" (1.1) • <i>Old Gods of Appalachia</i> , "Old Number Seven: Barlo, KY 1917"	
Day 7 5/19	Lovecraft & the Gothic • Wagner, "Lovecraft's Cosmic Horror in German Tabletop RPG"	At Home Comic • Coulthart, "Call of Cthulhu" (comic) In Class Game • <i>Call of Cthulhu</i>	
Day 8 5/20	Reclaiming Lovecraft • Wozniak, "Race and Horror in <i>Lovecraft Country</i> "	In Class Screening • <i>Lovecraft Country</i> (Green & Peele, 2020)	
Day 9 5/21	Indigenous Gothic • Beadling, "Native American Gothic on Screen"	In Class Screening • <i>Older than America</i> (Lightning, 2008)	
Day 10 5/22	No Class		Response 2: Gothic Space OR Minority Gothic
Day 11 5/25	Queer Gothic • Cameron, "Queer Vampires" OR • Elliot-Smith, "Queer-Wolves and Wolf-Boyz and Were-Bears, Oh My!"	In Class Screening • TBD	

Day	Readings	Media	Assignments
	Gothic Goes Light(er)		
Day 12 5/26	Suburban Gothic <ul style="list-style-type: none"> • Murphy, "Welcome to Disturbia" 	In Class Screening <ul style="list-style-type: none"> • <i>Stepford Wives</i> (Forbes, 1975) 	
Day 13 5/27	Gothic Domestic Comedy <ul style="list-style-type: none"> • Morowitz, "Monster Within" 	In Class Screening <ul style="list-style-type: none"> • <i>The Addams Family</i> (any version) • <i>The Munsters</i>, "Family Portrait" In Class Games <ul style="list-style-type: none"> • <i>The Addams Family Game</i> 	
Day 14 5/28	Children's Gothic <ul style="list-style-type: none"> • Spooner, "...Tim Burton's Gothic Aesthetics" in <i>Post-Millennial Gothic</i> • Carrington, "Gothic Toys" 	In Class Screenings <ul style="list-style-type: none"> • <i>Monster High</i> • <i>Emily the Strange</i> • <i>The Gahslycrumb Tinies</i> by Edward Gorey In-Class Games <ul style="list-style-type: none"> • <i>Gloom</i> • <i>Escape from the Evil Garden</i> 	Response 3: Gothic Comedy OR Gothic Games

