

KIN 57 Course Outline as of Summer 2025**CATALOG INFORMATION**

Dept and Nbr: KIN 57 Title: SPORT FILMS & SOCIETY

Full Title: Sport Films and Society

Last Reviewed: 12/4/2023

Units	Course Hours per Week		Nbr of Weeks		Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: KINES 57

Catalog Description:

Students will explore the intersection of sport and American culture, history, and society through a critical examination of popular sport films. Students will investigate how sport films comment on gender roles, racial inequalities, identity, power, performance, social justice, the American Dream, and the concept of heroism. Students will also examine the ethical considerations involved in the production of sport films, including issues of authenticity, exploitation, and representation. Throughout the semester students will watch popular sport films.

Prerequisites/Corequisites:**Recommended Preparation:**

Eligibility for ENGL 1A or EMLS 10 (formerly ESL 10) or equivalent

Limits on Enrollment:**Schedule of Classes Information:**

Description: Students will explore the intersection of sport and American culture, history, and society through a critical examination of popular sport films. Students will investigate how sport films comment on gender roles, racial inequalities, identity, power, performance, social justice,

the American Dream, and the concept of heroism. Students will also examine the ethical considerations involved in the production of sport films, including issues of authenticity, exploitation, and representation. Throughout the semester students will watch popular sport films. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 1A or EMLS 10 (formerly ESL 10) or equivalent

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
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CSU GE:	Transfer Area	Effective:	Inactive:
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IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Fall 2024	Inactive:
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UC Transfer:		Effective:		Inactive:
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CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Critically analyze how sport is depicted in film.
2. Reflect on personal perspectives and biases regarding sports and society and demonstrate an ability to analyze diverse viewpoints and experiences.
3. Develop effective communication skills by articulating personal interpretations and analyses of sport films through written assignments and class discussion.

Objectives:

At the conclusion of this course, the student should be able to:

1. Compare and contrast the structural elements of sport films, highlighting similarities in storytelling, artistic enhancements, and modes of narration used to tell the story.
2. Analyze the relationship between sport films and society, including the influence on cultural values, identity, gender roles, racial inequalities, and social dynamics.
3. Investigate the ethical considerations involved in the production of sport films, including issues of authenticity, exploitation, and representation.
4. Examine the historical development of sport films and their evolving themes, narratives, and visual styles, in order to understand their context within broader societal changes.

Topics and Scope:

I. Film Analysis

A. Themes

- B. Visual styles
- C. Metaphor
- D. Narrative
- E. Plot
- F. Joseph Campbell's hero's journey
- G. Storytelling
- H. Context
- II. Sports and Film
 - A. Tropes and common elements
 - B. The American dream
 - C. Underdog
 - D. Gender roles
 - E. Greed
- III. Early Cinema and the Emergence of the Sport Film
 - A. Tradition and ritual
 - B. Storytelling
 - C. Heroism
 - D. Historical context
- IV. The American Dream in the Sport Film
 - A. The American dream defined
 - B. Capitalism and upward mobility
 - C. Life liberty and the pursuit of happiness
 - D. Individuality and celebrity
 - E. Sport film portrayal
- V. The Underdog
 - A. Underdogs in storytelling
 - B. American appeal of underdogs
 - C. Real life underdogs
 - D. Fictional underdogs
 - E. Sport film portrayal
- VI. Identity in Sport
 - A. Sport and self-worth
 - B. Loss of sport and identity
 - C. Sport film portrayal
- VII. Sports as a Business
 - A. Financial opportunities of sport
 - B. Exploitation of athletes
 - C. National Collegiate Athletic Association (NCAA) Name Image and Likeness (NIL)
 - D. Athlete contracts and compensation
 - E. Sport film portrayal
- VIII. Performance Enhancing Drugs (PED)
 - A. Ethics of PED
 - B. Major scandals
 - C. Sport film portrayal
- IX. Racial Inequalities and Stereotypes
 - A. Portrayal of athletes in the media
 - B. Representation in sport films
 - C. Historical considerations
 - D. Politicization of athletes
 - E. Breaking the norms
 - F. Representation
 - G. Sport film portrayal

X. Gender Norms

- A. Gender norms reflected in sport films and media
- B. Historical considerations
- C. Breaking the norms
- D. Representation
- E. Sport film portrayal

XI. Sport Films and Politics

XII. Psychological Aspects Depicted in Sport Films

Assignment:

- 1. Weekly film review (12 films with 2-page reviews each)
- 2. Weekly quizzes
- 3. Weekly class discussions
- 4. Research paper (3-5 pages)
- 5. Exams (mid-term and final)

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Film reviews; research paper	Writing 30 - 50%
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Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%
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Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None	Skill Demonstrations 0 - 0%
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Exams: All forms of formal testing, other than skill performance exams.

Quizzes; exams	Exams 40 - 60%
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Other: Includes any assessment tools that do not logically fit into the above categories.

Class participation and discussions	Other Category 5 - 20%
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Representative Textbooks and Materials:

Sport and Film. Crosson, Sean. Routledge. 2013 (classic)
 Sports Movies. Friedman, Lester. Rutgers University Press. 2020
 The Great Sports Documentaries: 100+ Award Winning Films. Peters, Micheal. McFarland.

2017 (classic)
Instructor prepared materials