

New Learning Technology Through Cinema Technique

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Abstract

Cinema has emerged as an innovative educational technology that can enhance traditional teaching and learning by combining visual, auditory, and narrative elements. The use of cinema techniques in education provides learners with opportunities to understand complex concepts through realistic situations, storytelling, demonstrations, and visual representations. Unlike conventional classroom instruction, film-based learning can stimulate students' attention, imagination, critical thinking, and emotional engagement. Educational films, documentaries, short videos, and carefully selected feature-film sequences can be integrated into various disciplines to connect theoretical knowledge with practical experiences. Cinema can also support experiential and collaborative learning by encouraging students to observe, interpret, discuss, and critically evaluate cinematic content. Teachers can use film clips as instructional resources, followed by discussions, presentations, debates, reflective activities, and project-based assignments. Furthermore, digital cinema technologies and online video platforms have increased accessibility to multimedia learning resources and enabled students to learn beyond the traditional classroom environment. However, effective implementation requires appropriate selection of content, technological infrastructure, teacher preparedness, and consideration of copyright and digital accessibility. Cinema should therefore be used as a complementary learning tool rather than a replacement for systematic teaching methods. This paper examines the potential of cinema techniques as a modern learning technology and explores their contribution to student engagement, conceptual understanding, creativity, communication skills, and critical thinking. Integrating cinema with appropriate pedagogical strategies can create a more interactive, meaningful, and learner-centered educational experience.

Keywords: Cinema-Based Learning, Educational Technology, Multimedia Learning, Digital Learning, Student Engagement, Visual Learning, Experiential Learning, Critical Thinking, Innovative Teaching