

English 345: Cine/Technology

Blade Runner Screening Questions

Questions Related to Kerman's Article

In her article, "Technology and Politics in the *Blade Runner* Dystopia," Judith Kerman examines the links between the film's depiction of technology and its "political critique of today's society and its trends . . ." (16). As you watch *Blade Runner*, pay attention to the following technologies and questions:

1. The city:
 - How is the city physically constructed?
 - What is its environmental condition?
 - How are people organized within the city (who lives on what level, for example)?
 - What kinds of technologies control or accost city dwellers?
 - What is the allure of the Off-World Colonies?
2. The Esper (photo-viewing) machine:
 - What does the Esper machine allow Deckard to see?
 - How does the machine augment his capacity to see?
 - What power does it give him?
3. Chew's laboratory:
 - What is Chew's relationship to the Tyrell Corporation?
 - What's the structure of the replicant manufacturing process?
4. The Replicants:
 - Why do replicants have short life spans?
 - What is the difference between replicants and humans?

Questions Related to Stiller's Article

In "The Music in *Blade Runner*," Andrew Stiller contends that the film's score employs "very specific styles of music" associated with science fiction and detective film noir (197). As you screen the film, listen for the following types of sounds:

1. Saxophone, trumpet or trombone (or synthesized music suggesting these instruments):
 - When does such music play in the film?
 - Do such sounds mark key visuals or plot moments?
2. Sounds produced with a synthesizer:
 - When do we hear these "traditional" science-fiction sounds?
 - Do such sounds mark key visuals or plot moments?
3. Reverb:
 - When does composer Vangelis use reverb?
 - What effect does reverberation have on particular scenes?
4. Diegetic music:
 - How does diegetic music define various spaces in the story world?