

Careers Behind the Cameras: Amazon MGM Studios

Discussion Questions (Optional)



Use these discussion prompts after each tour stop or after your students take the tour.

Stop 0: Introduction to the Filmmaking System

- Think of your favorite movie. What is one piece of technology you think the crew absolutely needed to make it?
- If you could work on a movie set tomorrow, would you rather be in front of the camera acting, or behind the scenes working with the technology? Why?
- The tour describes filmmaking as a "system." What are the different components (human and technological) of this system, and what happens if one fails?
- How has the evolution of technology (from hand-cranked cameras to AI) changed the types of careers available in the movie industry?
- Discuss as a class: How does the technology used to make movies ultimately shape the culture and the stories we consume?

Stop 1: Pre-Visualization

- Why do you think it would be a bad idea for a director to just yell "Action!" and start filming without a plan?
- Have you ever sketched out an idea or made a rough draft before doing a final project for school? How did it help?
- How is creating a storyboard similar to writing an outline for an English essay or creating a flowchart for a computer program?

Stop 3: Post-Production

- Have you ever edited a video on your phone, like for TikTok or Instagram? What kind of changes did you make (like adding music, trimming the length, or adding text) before posting it?
- Have you ever watched a video online where the sound was delayed and didn't match the person's lips? How did that mistake change the way you experienced the video?
- Why is precise mathematical timing critical in post-production? What happens to the audience's experience if the audio and visual elements are out of sync?

Stop 4: Social Marketing

- Think about the last movie you watched. How did you originally find out about it—was it a TikTok, a YouTube ad, or a friend showing you a clip?
- What makes you want to hit "like" or "share" on a video you see online? Is it because it's funny, or because it shows you something you've never seen before?
- Why is an engagement ratio (likes per view) a more useful metric for marketers than simply looking at the total number of views?
- How do marketing teams use mathematical patterns to make creative decisions about what kind of content to produce next?



Stop 5: Innovation, Cloud & AI

- Have you ever lost a physical assignment because you forgot your notebook or lost a flash drive? How does saving things "in the cloud" (like on Google Drive or OneDrive) fix that problem?
- If you could type a prompt into an AI right now to generate a 30-second movie trailer for any story you can imagine, what would your movie be about?
- What were the geographical constraints of using physical media cards, and how does "Studio in the Cloud" solve them?
- What is a Technical Artist, and how does this role illustrate the blending of computer science and traditional filmmaking?

Stop 6: The Future of Filmmaking

- What is one skill or hobby you have right now (like drawing, playing video games, math, or writing) that could actually help you work on a movie set?
- Out of all the technology we saw today—Virtual Production, Cloud Computing, or AI—which one would you most want to learn how to use?
- What does it mean for a career to be a "hybrid role" in the modern entertainment industry?
- How can you begin building a portfolio of both technical and creative work right now, using tools available to you?

