Influence of Sound Designer'S Disposition, Temperament, and Quality of Life on Film Sound Art in Shanxi, China

Xiang Xiao* Sarana Photchanachan**
Ph.D. Candidate, Management, School of Management, Shinawatra University, Thailand*
Ph.D., Management, School of Management, Shinawatra University, Thailand**

Abstract

This studies the influence of the psychological status and quality of life of film sound designers on the sound of films. On the basis of the literature review, three independent variables such as character, temperament, and quality of life of film sound designers were selected and hypotheses were put forward. On this basis, the development of the questionnaire. The sample was taken from 425 film sound designers currently working on film sound creation in China. In the process of research, these influencing factors are firstly quantified and coded, and correlation analysis is conducted on this basis. Then, by means of regression, the influence factors and the significance of sound art creation of films are verified in an empirical way.

Through the research, it is found that the temperament, quality of life and sound of film sound designers are significant, but the personality of sound designers is not. According to the research results, finally, this paper puts forward the following Suggestions: In the selection and job placement of film sound designers, people's psychological characteristics as well as the objective requirements of the job should be considered. In addition, in the study of this paper, I found a problem that the previous study did not pay attention to: It is necessary to further study the sound design of films in the general environment of film production, especially to comprehensively study the micro and macro influencing factors. It is necessary to study the sound design of films because of the differences caused by the individual differences of film sound designers. It is also necessary to study the differences in film sound design caused by changes in the social economy, film policy, and cultural background. Through multi-level, multi-angle, systematic analysis, reveals the general law of film sound design. This will be the direction for further study.

Keywords: Film Sound Art, Sound Designer, Personality, Temperament, Quality of Life

Introduction

Film sound is an audio language created by the artistic design of sound elements such as human voice, sound, and music. The artistic creation of film sound is an important aspect of the whole film creation. In the process of film production, the film sound

designer according to the demand of the film's general conception of all sound design and arrangement, accordingly records language, music, and sound, using proper means of artistic expression and skill performance them, and organic ground combines and video, together, create the artistic appeal. In the recording, the film should first be endowed with sound according to the principle of real life, fully display the authenticity and environmental sense of the sound world in the film, create multi-level sound, enrich and expand the space of the picture, so that the film can achieve the unity of real-life and real art. Different content, different styles, and even different personalities of the film, in the sound creation will produce the tendency of stylization. (Xu Nanming, Fu Lan & Cui Junyan, 2005)

An environment where people can use their talent effectively can help motivate even the smartest, most hard-working, difficult individuals. Building great people rely on engagement through motivation and behavioral practices (O'Reilly, C. A., & Pfeffer, J., 2000). Greenberg and Baron (2008) wrote that motivation involves "the set of processes that arouse, direct, and maintain human behavior toward attaining some goal." National culture is thought to affect the behavior of individuals in organizations. This idea is exemplified by Hofstede's cultural dimensions theory. Hofstede surveyed a large number of cultures and identified six dimensions of national cultures that influence the behavior of individuals in organizations (Hofstede, G., Hofstede, G. J., & Minkov, M., 2005). Organizations are complex, goal-oriented entities (Katz, D., & Kahn, R. L., 1978). Alexander Bogdanov, an early thinker in the field, developed his technology, a theory widely considered a precursor of Bertalanffy's general systems theory. One of the aims of the general systems theory was to model human organizations. Kurt Lewin, a social psychologist, was influential in developing a systems perspective with regard to organizations. He coined the term "systems of ideology," partly based on his frustration with behaviorist psychology, which he believed to be an obstacle to sustainable work in psychology (Ash, M. G., 2002). Niklas Luhmann, a sociologist, developed a sociological systems theory. The study of personality has a broad and varied history in psychology with an abundance of theoretical traditions. The major theories include dispositional (trait) perspective, psychodynamic, humanistic, biological, behaviorist, evolutionary, and social learning perspectives. However, many researchers and psychologists do not explicitly identify themselves with a certain perspective and instead take an eclectic approach. Research in this area is empirically driven - such as dimensional models, based on multivariate statistics such as factor analysis - or emphasizes theory development, such as that of the psychodynamic theory. There is also a substantial emphasis on the applied field of personality testing.

Literature Review

2.1 Film Psychology

The psychology of film is a sub-field of the psychology of art that studies the characteristics of film and its production in relation to perception, cognition, narrative understanding, and emotion. A growing number of psychological scientists and brain scientists have begun conducting empirical studies that describe the cognitive and biological underpinnings of motion pictures or what has been called "psychocinematics" (Shimamura, A. P., 2013). Early theoretical approaches included works by psychologists Hugo Münsterberg (Münsterberg, H., 1916) and Rudolf Arnheim (Arnheim, R., 1957). Cognitive film theorists David Bordwell and Noël Carroll fostered its philosophical underpinnings. However, the research on film psychology is more about audience psychology and the process of technology-art-physiology-psychology. There are many types of research on employee psychology and position in organizational behavior, but there is no specific research on the position psychology of film sound designers. Therefore, this paper will use the theories and research models of organizational behavior and psychology for reference to make an empirical study on the psychological status of film sound designers and the influencing factors of film sound art creation.

2.2 Film Sound

In order to discuss the effects of film voice of film art, we have to film sound can be roughly divided into the following historical periods: "silent film" period, the period from about 1895 French the Lumiere Brothers (Auguste Marie Louis Nicholas Lumiere, 1862-1954 & Louis Jean Lumiere, 1864-1948) made the first "projector", thirty-two years later, in 1927 the American black singer al Qiao Sheng on the screen to the audience shouted "friend, you are not to hear anything! "; The period of " classical sound theory" was marked by the declaration of the future of sound cinema signed by Sergei M. Eisenstein 1893-1948), Vsevolod Illarionovich Pudovkin 1893-1953) and Aleksandrov 1903-1983) on July 20, 1928. The period of modern sound theory began around the late 1970s. This division of the historical stage of film sound is only for the convenience of discussion. In fact, strict boundaries are hard to determine, and the formation and development of a trend of thought or method of creation are often complicated, except that it is limited by the materials at our disposal. In addition, we must not forget the film sound engineer's great influence on the film sound. In the creation of film sound art, although the only object of study is sound, it involves a very wide range. Simply put, it includes at least the physical properties, physiological reactions, psychological effects and aesthetic properties of sound. In any case, the creation of film sound art meets people's aesthetic needs, which is not only the starting point and basic basis of film sound creation, but also the destination

of this creation. The fundamental difference between artistic creation and aesthetic activity lies in that the former is an activity in which the creator reflects the life and expresses thoughts and feelings through the artistic image he shapes. Film sound creation is the use of film sound thinking and expression techniques to express the creator's experience, understanding, and evaluation of life (Lin Dakun, 2005). Therefore, it is of great significance to study the relationship between the character, temperament, and quality of life of film sound designers and the creation of film sound art.

2.3 Quality of Life

Quality of life (QOL) is an overarching term for the quality of the various domains in life. It is a standard level that consists of the expectations of an individual or society for a good life. These expectations are guided by the values, goals and socio-cultural context in which an individual lives. It is a subjective, multidimensional concept that defines a standard level for emotional, physical, material and social well-being. It serves as a reference against which an individual or society can measure the different domains of one's own life. The extent to which one's own life coincides with this desired standard level, put differently, the degree to which these domains give satisfaction and as such contribute to one's subjective well-being, is called life satisfaction.

Quality of life is the general well-being of individuals and societies, outlining negative and positive features of life. It observes life satisfaction, including everything from physical health, family, education, employment, wealth, safety, security to freedom, religious beliefs, and the environment (IESE Insight, 2013). QOL has a wide range of contexts, including the fields of international development, healthcare, politics and employment. It is important not to mix up the concept of QOL with a more recent growing area of health related QOL (HRQOL (Bottomley, A., 2002)). An assessment of HRQOL is effectively an evaluation of QOL and its relationship with health. Quality of life should not be confused with the concept of standard of living, which is based primarily on income. Standard indicators of the quality of life include not only wealth and employment but also the built environment, physical and mental health, education, recreation and leisure time, and social belonging (Gregory Derek, Johnston Ron, Pratt Geraldine, Watts Michael & Sarah Whatmore, 2009; Nussbaum, M., & Sen, A., 1993). According to the World Health Organization (WHO), quality of life is defined as "the individual's perception of their position in life in the context of the culture and value systems in which they live and in relation to their goals." In comparison to WHO's definitions, the Wong-Baker Faces Pain Rating Scale defines quality of life as "life quality (in this case, physical pain) at a precise moment in time." (Guha, M., 2010)

According to ecological economist Robert Costanza: While Quality of Life (QOL) has long been an explicit or implicit policy goal, adequate definition and measurement have been elusive. Diverse "objective" and "subjective" indicators across a range of disciplines and scales, and recent work on subjective well-being (SWB) surveys and the psychology of happiness have spurred renewed interest (Costanza, R., et al., 2008).

One approach, called engaged theory, outlined in the journal of Applied Research in the Quality of Life, posits four domains in assessing the quality of life: ecology, economics, politics, and culture (Magee, L., Scerri, A., & James, P., 2012). In the domain of culture, for example, includes the following subdomains of quality of life: Belief and ideas; Creativity and recreation; inquiry and learning; Gender and generations; Identity and engagement; Memory and projection; Well-being and health.

Also frequently related are concepts such as freedom, human rights, and happiness. However, since happiness is subjective and difficult to measure, other measures are generally given priority. It has also been shown that happiness, as much as it can be measured, does not necessarily increase correspondingly with the comfort that results from increasing income. As a result, standard of living should not be taken to be a measure of happiness (Gregory Derek, Johnston Ron, Pratt Geraldine, Watts Michael & Sarah Whatmore, 2009; Richard Layard, 2005). Also sometimes considered related is the concept of human security, though the latter may be considered at a more basic level and for all people.

Research Objectives

1. What is the personality, temperament, and quality of life of most film sound designers?

2. Do personal differences in film sound designers affect the artistic creation of film sound? If so, what was their relationship like?

Research Methodology

The target groups of studies are the number of film sound designers in Shanxi 339, and professors 6, as of March 2020. In addition, some directors, photographers, and editors were added to the sample for comparison with other working groups.

Research variables

This research has the following variables used in the study:

Independent Variables: Personal Information, Disposition, Temperament, and Quality of life

Mediate Variable: Film Sound Art, Film Type, Film Sound Production, and Film Sound Design

Dependent Variable: Success of Film Sound Art

Research instruments consisted of the author designing a study on the relationship between the psychology, life state, and sound art creation of film sound designers, and explaining the sources of research samples and questionnaires. The study data were quantified and coded. The researcher analyzed and summarized them into each category as presented below: Research Design, Population, and Sample, The basis of questionnaire formulation, Data Collection, Data Analysis, etc.

The sample was taken from 425 film sound designers currently working on film sound creation in China. In the process of research, these influencing factors are firstly quantified and coded, and correlation analysis is conducted on this basis.

Statistics of this research This study employs descriptive statistics including frequency, percentage, the mean and standard deviation to describe details of personal profiles and behavior of the samples. The inferential statistics including reliability and validity analysis, independent sample T-test, one-way ANOVA, exploratory factor analysis will be used to test data variables and correlation analysis, regression analysis will be used to test the hypotheses in this study.

Result and Discussion

A total of 425 valid questionnaires were collected. Among the eight positions in film production, "recording" and "sound post-production" are directly related to film sound creation. Out of 425 questionnaires, 165 people were engaged in recording and 63 in post-production, a total of 228.

4.1 Descriptive Statistics

4.1.1 Disposition Description

Among 425 questionnaires, there are 8 personality types. As can be seen from figure 1, INFP accounts for the largest proportion. Of the 228 people classified by job categories as "recording" and "sound post-production", they also had the largest share of INFP. Arguably, there are more INFP in any job in film production.

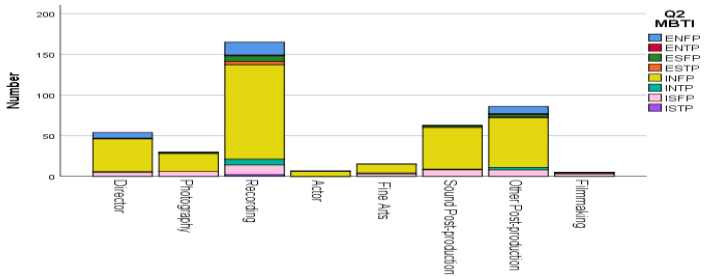

Figure 1. Disposition Distribution

4.1.2 Temperament Description

Among 425 questionnaires, they were divided into 14 temperament types. As can be seen from figure 2, the proportion of phlegmatic character was the largest. Of the 228 people from the job categories of "recording" and "sound post-production", the proportion of phlegmatic was also the largest. It can be said that the film production of any one of the positions, with the type of phlegmatic temperament, is the most people.

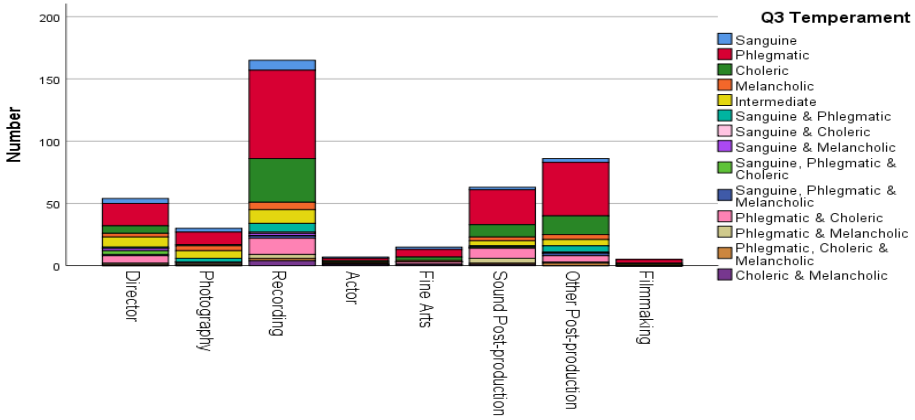

Figure 2. Temperament Distribution

4.1.3 Quality of Life Description

Among the 425 questionnaires, there are three states of "good", "average" and "bad" in quality of life. As can be seen from figure 3, people with a good quality of life account for the largest proportion. The 228 people from the categories of "recording" and "sound post-production" were also the largest proportion with a good quality of life. It can be said that in any post of film production, the number of people with a good quality of life is the largest.

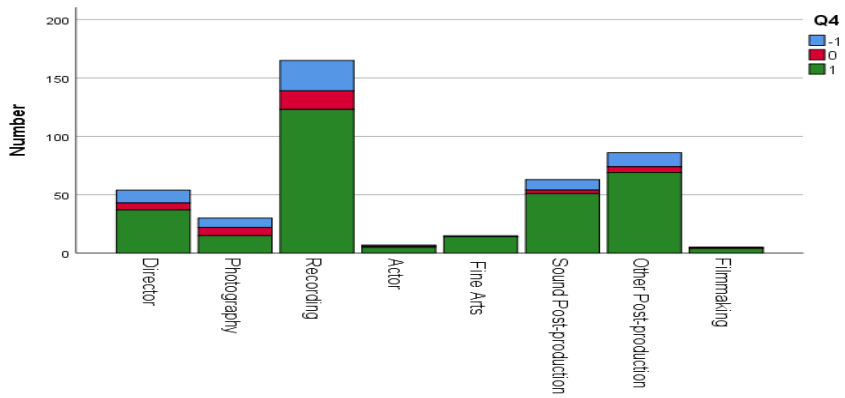

Figure 3. Quality of Life Distribution

4.1.4 Film Sound Art Description

In 425 questionnaires, the standard deviation was all > 0.5, indicating that it fluctuated greatly and had poor stability, as shown in table 1.

Table 1. Descriptive Statistics (425)

	N	Scope	S.D.	Variance
Q5-1 Film Type	425	6	1.942	3.773
Q5-2 Language	425	2	.566	.320
Q5-3 Sound Effect	425	2	.567	.322
Q5-4 Music	425	2	.540	.291
Q5-5 Technical Means	425	2	.552	.305
Q5-6 Artistic Means	425	2	.540	.291
Number of Valid Cases (in columns)	425			

Among the 228 questionnaires filled in by film sound designers, except for "film type" and "dialogue", the standard deviation was < 0.5, indicating low volatility and strong stability, as shown in table 2.

Table 2. Descriptive Statistics (228)

	N	Scope	S.D.	Variance
Q5-1 Film Type	228	6	1.997	3.988
Q5-2 Language	228	2	.505	.255
Q5-3 Sound Effect	228	2	.487	.237
Q5-4 Music	228	2	.478	.229
Q5-5 Technical Means	228	2	.484	.235
Q5-6 Artistic Means	228	2	.470	.221
Number of Valid Cases (in columns)	228			

4.2 Correlation Analysis (228)

In the correlation analysis of 228 questionnaires, it can be seen that:

 The Q5-3 sound effect, Q5-5 technical and the age show significant.

 The Q5-1 film type and the family economic status show significant.

 The Q5-2 Language, Q5-3 sound effect, Q5-4 music, Q5-5 technical and the years of working show significant.

 The Q5-3 sound effect, Q5-5 technical and the Q3 temperament show significant.

 The Q5-2 Language, Q5-3 sound effect, Q5-4 music, Q5-5 technical, Q5-6 artistic and the Q4 quality of life show significant.

 The Q5-2 Language, Q5-3 sound effect, Q5-4 music, Q5-5 technical, Q5-6 artistic and the Q5-1 film type show significant.

The analysis shows that the temperament of film sound designers is significantly related to film types, and the quality of life of film designers is significantly related to film sound design style.

4.3 Correlation Analysis of the Personality and the Job

In the correlation analysis of 425 and 228 questionnaires, it can be seen from table 3. Only in the questionnaire of the film sound designer, the personality and the job are significant.

Table 3. Correlation Analysis (personality and job)

		Q2 (425)	Q2 (228)
Job	Pearson Correlation	0.049	.143*
	Sig.(2-tailed)	0.317	0.031
	N	425	228

* At level 0.05 (2-tailed), the correlation is significant.

** At level 0.01 (2-tailed), the correlation is significant.

Conclusion and Recommendation

5.1 Research Summary

Based on the relevant theories of management, psychology and cinematography and through literature review, this paper determined the basic structural framework and independent variables and constructed a theoretical hypothesis model. Through the empirical study of expert interviews and questionnaires, this paper analyzes and demonstrates the relationship between the various dimensions of the influencing factors of temperament, personality and quality of life in the theoretical model and the movie sound designers' production of the movie sound, and verifies and solves the following problems:

First, the scale dimension structure of temperament, personality and quality of life of film sound designers in this study is determined. The scale used in this study is mainly revised through the international Maturity Scale. Therefore, this study explores and verifies the structure of temperament, personality and quality of life, as well as three scales.

Secondly, this study makes a descriptive statistical analysis of the relationship between the temperament, personality and quality of life of film sound designers and film sound design. The differences of film sound designers with different temperaments, personalities and quality of life corresponding to different film types and film production techniques are discussed.

Thirdly, through significance analysis and regression verification, it proves the influence of temperament of film sound designer and various dimensions of film sound design. The results show that in model 3, the corresponding Q3 temperament and Q5-3 sound effects are significant. In model 5, corresponding Q3 temperament, in Q5-5 technology, presents significance.

Fourth, through significance analysis and regression verification, it proves the influence of the quality of life of film sound designers and the various dimensions of film

sound design. The research results show that in models 2, 3, 5, and 6, Q4 quality of life has obvious significance in Q5-2 dialogue, Q5-3 sound, Q5-5 technology, and Q5-6 art.

Therefore, it has regional advantages in film creation. Film sound designers, in a work of art based on sound and picture, dominate. Therefore, it is of great importance to study the influencing factors of film sound design. Among them, the quality of life of film sound designers has the most significant influence on film sound design.

5.2 Implication

First, it inspires the research Angle of film science. This paper studies the relationship between the temperament, character and quality of life of film sound designers and film sound design. Among them, temperament, character, quality of life belong to the category of psychology; The independent and dependent variables of the influencing factors, as well as the research methods, refer to the methods of management science and statistics; The results of this study are instructive for the further development of cinematography. Therefore, this paper provides a kind of inspiration for the interdisciplinary study of cinematic problem solving.

Second, through regression verification, the results show that the psychological factors of film sound designers have a significant effect on film sound design. The results of this study will, to a certain extent, warn the human resource management departments in the field of film production that they should use the method of company personnel recruitment and conduct psychological tests when selecting film practitioners. Only in this way can the right people be engaged in filmmaking jobs that are consistent with their psychology.

Up to now, psychological assessment has not been widely used in the job recruitment of film and television companies. This is mainly due to the great differences between Chinese and Western cultures, which may cause a series of problems in the design of some questions and the inspection of test results. The cultural differences between China and the West should be reflected, so as to comprehensively consider the problem. A better way is to develop the content of the test questionnaire based on the survey obtained in this paper. If there is a relatively comfortable and quiet environment inside the film and television company, it will play a great role in improving the work enthusiasm of the film sound designers. Creating a good environment for film and television companies is very important for cohesion within the company. In addition, psychological test work, can save costs of film and television company in human resources, the value of using simple reference, will be the objective law of stand out, to ensure that the film and television company recruitment can be completed within a short period of time, let the new employees into the work as soon as possible, for a great contribution to

enterprise development. First of all, do a good job in the analysis of human resources recruitment, which is mainly to carry out a clear stipulation on recruitment, including the employee behavior process in the work. Job analysis mainly includes the following two parts: job description and job description. Among them, the job description is mainly to highlight the material and environmental characteristics, so as to achieve a comprehensive record of the work process; The job description is to sort out the conditions required by the job. Through relevant analysis, it can be concluded that a certain work needs to have the ability and conditions, as well as psychological and personality, which plays a certain role in the innovation of follow-up work.

5.3 Limitation of the Study

The creative factors that influence the sound design of films are complex and diversified. This paper only studies the influence of the temperament, character and quality of life of film sound designers on the sound design of films, and lacks of multi-angle, multi-level and systematic research methods. It is necessary to further study the sound design of films in the general environment of film production, especially to comprehensively study the micro and macro influencing factors. It is necessary to study the sound design of films because of the differences caused by the individual differences of film sound designers. It is also necessary to study the differences in film sound design caused by changes in social economy, film policy and cultural background. Through multi-level, multi-angle, systematic analysis, reveals the general law of film sound design.

From the analysis of sample size, although this paper meets the requirements of structural equation modeling, the total sample size is still relatively small, and the representative of samples in different regional demographics needs to be further verified.

5.4 Suggestions for Future Research

First of all, on the basis of this research, we should try to enrich the research samples in the future, break the regional pattern and improve the representativeness. By studying the film sound designers in a wider range, we can achieve the average distribution of demographic variables, ensure the standardization of questionnaire measurement, and achieve the standardization of measurement as far as possible.

Second, further enrich relevant variables research, this research is discussed from the perspective of a small character, temperament, survival environment the role of the reaction mechanism, but this is just the tip of the iceberg, future research still need further refinement, and attempt to diversified angles of research, find out of other valuable research Angle of the variables, or interdisciplinary research, enrich the research of this field.

Third, the film study, psychology, management the important concept is introduced into the movie sound designers and creative study, is a good start, in the future research, we should pay more attention to the early classical theory, and introduced to the neighboring or relevant research field, thus gradually rich positive research category of science and research.

References

Andrew J. Elliot, Carol S. Dweck & David S. Yeager. (2017). **Handbook of Competence and Motivation, Second Edition: Theory and Application**. New York: Guilford Press.

Armstrong, J. S. (2012). Predicting job performance: The moneyball factor. **Foresight: The International Journal of Applied Forecasting**, 25, 31-34.

Arnheim, R. (1957). **Film as Art: 50th Anniversary Printing**. Univ of California Press.

Ash, M. G. (2002). **Cultural contexts and scientific change in psychology: Kurt Lewin in Iowa**. American Psychological Association.

Barnard, C. I. (1938). **The Functions of the Executive (Cambridge, Mass.: Har¬ vard University Press)**. BarnardThe Functions of the Executive1938.

Brownlow, K. (1968). **The parade's gone by**. Univ of California Press.

Bottomley, A. (2002). The cancer patient and quality of life. **The Oncologist**, 7(2), 120-125.

Chess, S., & Thomas, A. (2013). **Temperament: Theory and practice**. Routledge.

Costanza, R., Fisher, B., Ali, S., Beer, C., Bond, L., Boumans, R., Danigelis, N.L., Dickinson, J., Elliott, C., Farley, J. & Gayer, D.E. (2008). An integrative approach to quality of life measurement, research, and policy. **SAPI EN. S. Surveys and Perspectives Integrating Environment and Society**, 26(1.1).

D. W. Ekstrand. (2012). **The Four Human Temperaments**. Retrieved from http://www. thetransformedsoul. com/ additional- studies/ miscellaneous- studies/ the- four-human-temperaments.

David Hume. (1748) . **An Inquiry Concerning Human Understanding**. Oxford: ClarendonPress.

Depue, R. A., & Fu, Y. (2012). Neurobiology and neurochemistry of temperament in adults. **Handbook of temperament**, 368-399.

Eisenstein, S. (1928). **The Unexpected**. Film Form.

Fayol, H. (1916). **Administration industrielle et générale; prévoyance, organisation, commandement, coordination, controle, Paris, H. Dunod et E. Pinat**. **Режим доступу**: http://www. worldcat. org.

Gnassounou, B. (2016). **Dispositions and causal powers**. Routledge.

Gregory Derek, Johnston Ron, Pratt Geraldine, Watts Michael, Sarah Whatmore. (2009). **Dictionary of Human Geography** (5th ed.). Oxford: Wiley-Blackwell.

Guha, M. (2010). Encyclopedia of the Life Course and Human Development. **Reference Reviews**, 24(2), 16-18.

Hofstede, G., Hofstede, G. J., & Minkov, M. (2005). **Cultures and organizations: Software of the mind (Vol. 2)**. New York: Mcgraw-hill.

IESE Insight. (2013). **Quality of Life: Everyone Wants It, But What Is It?** Retrieved from https://www.forbes.com/sites/iese/2013/09/04/quality-of-life-everyone-wants-it-but-what-is-it/#5e067cb1635d.

Jerald Greenberg & Robert A. Baron. (2008). **Behavior In Organizations (9th Edition)**. Prentice Hall.

Kagan, J. (2018). **Galen's prophecy: Temperament in human nature**. New York: Routledge.

Kail R. V. & Barnfield A. (2011). **Children and Their Development, Second Canadian Edition with MyDevelopmentLab**. Toronto: Pearson Education Canada.

Katz, D., & Kahn, R. L. (1978). **The social psychology of organizations (Vol. 2, p. 528)**. New York: Wiley.

Lin Dakun. (2005). **Psychology of Film and Television Recording**. Beijing: China Radio and Television Press.

Magee, L., Scerri, A., & James, P. (2012). **Measuring social sustainability: A community-centred approach**. Applied Research in Quality of Life, 7(3), 239-261.

Münsterberg, H. (1916). **The photoplay: A psychological study**. D. Appleton.

Nicholas Culpeper. (1653). **An Astrologo-Physical Discourse of the Human Virtues in the Body of Man, transcribed and annotated by Deborah Houlding**. Skyscript, 2009 (retrieved 16 November 2011). Originally published in Culpeper's Complete Herbal (English Physician). London: Peter Cole, 1652.

Nussbaum, M., & Sen, A. (Eds.). (1993). **The quality of life**. Oxford University Press.

O'Reilly, C. A., & Pfeffer, J. (2000). **Hidden value: How great companies achieve extraordinary results with ordinary people**. Harvard Business Press.

Podsakoff, N. P., Whiting, S. W., Podsakoff, P. M., & Mishra, P. (2011). **Effects of organizational citizenship behaviors on selection decisions in employment interviews**. Journal of applied psychology, 96(2), 310.

Shimamura, A. P. (Ed.). (2013). **Psychocinematics: Exploring cognition at the movies**. Oxford University Press.

Xu Nanming, Fu Lan & Cui Junyan. (2005). **Dictionary of Film Art**. Beijing: China film press.