

**DIG6028: Roots of Digital Culture (RDC)**

Class meetings: TUESDAY 5 and 6<sup>th</sup> Periods (11:45 AM EST – 1:40 PM EST) and THURDAY 6<sup>th</sup> Period (12:50 PM EST – 1:40 PM EST)

Instructor: James Oliverio

Office Hours: TBD

Course Communications: Students can communicate directly with the instructor regarding the course material.

Required Text: *MultiMedia: from Wagner to Virtual Reality*, edited by Randall Packer and Ken Jordan, W.W. Norton and Company, Inc. New York (2002) ISBN 0-393-32375-7 pbk.

Additional Resources: Supplementary readings and media will be provided in class.

Course Description:

The last two decades have witnessed an explosive growth of digital media across all domains in contemporary world culture. Roots of Digital Culture is a graduate survey course offering an interdisciplinary approach to the examination of the technological and cultural underpinnings that continue to shape current electronic media internationally (including video games, the Internet, computer-animated movies, and virtual reality.) The focus of this course is on the dizzying array of relationships that constitute digital culture – international social and cultural practices, ethnic and gender identity, legal structures, and emerging technological forms – in both economically-developing and economically-developed societies.

In this course, students are exposed to a wide variety of contemporary and historic media theories, practices, artifacts and cultural movements. Students' investigations and written analyses will serve to heighten their critical and analytical skills across traditional and electronic media and encourage further examination of media artifacts in the 21st century world.

Classroom interaction includes both real-time and pre-rendered media and requires students to participate fully in the development of individual and team projects and reports. Projects will allow each student to explore individuated perspectives and interests in the emerging digital culture of the 21st century. Research results will be presented in both written and digital media formats.

Prerequisite Knowledge and Skills: Admission to the MA in DAS program or Consent of Instructor.

Purpose of Course: The focus of this course is on the ever-expanding array of relationships that constitute digital culture – international social and cultural practices, business and marketplace structures, and emerging technological forms that have resulted from the multi-faceted developments of the 20<sup>th</sup> Century.

Course Goals and/or Objectives: By the end of this course, students will be able to:

- 1) Explain the impact and importance of pioneering individuals and cultural developments of the 20<sup>th</sup> and early 21<sup>st</sup> centuries
- 2) Analyze the interconnectedness of technology and culture from diverse socio-technical perspectives
- 3) Compare and contrast how technology drives culture and vice versa
- 4) Design and develop a research presentation that gives an in-depth look at a historical development from at least two divergent perspectives
- 5) Interpret the ramifications of historical developments and prognosticate a future scenario wherein current technological and culture trends will have resulted in a significant change to a significant aspect of global culture

Instructional Methods: This course incorporates lecture, and discussion, group learning projects and student-created presentations. Individual assignments will be explained in detail as the course progresses.

### Weekly Topic Schedule

Week	Topic
1	Introduction of students and professor/procedural issues/overview
2	Historic antecedents; African, Asian and European cultural forms and traditions
3	Early and mid-20th Century technological developments
4	The Rise of Cinema, Television and “American Popular Culture”
5	Emergence of Electronics and Computing Devices – <b>QUIZ ONE</b>
6	The Seminal Sixties, Part One; <b>Research Paper DRAFT 1 in Progress</b>
7	The Seminal Sixties, Part Two;
8	Art and Technology Get Digital - <b>QUIZ TWO</b>
9	<b>Individual Student Research Presentations</b>
10	Information Systems- & HyperTechnology
11	Immersion and Interactivity Come of Age: <b>Research Paper DRAFT 2 in Progress</b>
12	Nanotechnology and the Network
13	The Rise of International Digital Culture & Globalization
14	Virtuality: Mobile and Augmented Presence - <b>QUIZ THREE</b>
15	<b>Final Individual Research presentations</b>

**Grading Overview:**

Assignment	Percentage
<b>In-Class Research –</b>	15%
<b>Written Research Assignments</b> – Each student will submit two progressive draft of research papers, and a final conference-submission ready paper, along with a professional-level presentation. Papers will be graded based on their thoroughness, thoughtfulness and appropriate use of written English .	30%
Three in-class <b>quizzes</b> , each valued at 5% of the final grade	15%
<b>Class attendance and Participation</b> – Students are expected to actively participate in class discussions, both in class as well as in class online forums.	10%
<b>Final Research Project Presentation</b> – Capstone presentation of the semester-long research project course.	30%

Grading Scale

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

Final Presentation: Each Student Group will be formed by week 10 and will present a final project presentation at a time and date agreed to in advance before the end of the semester.

**Course Policies:**Attendance Policy:

a. At the sole discretion of the instructor, documented Emergencies or medical situations may be the only acceptable reasons for an excused absence. At the very least,

students must contact the Instructor 24 hours before class time if they wish to be considered for an excused absence.

b. Unexcused absences will accrue to the detriment of the portion of the final grade given for class participation.

Quiz Policy: At the sole discretion of the instructor, Quizzes may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.

Make-up Policy: At the sole discretion of the instructor, Exams may or may not be taken late. Documented Emergencies or medical situations may be the only accepted reasons for an excused absence on the day of an exam.

Assignment Policy: Any assignment turned in past the due date may lose up to 10% of the total point value of the assignment for each class day it is late.

Course Technology: Students will be required to have Internet access, and use a personal computer with word-processing software for written assignments. For both the individual and final group assignments, presentation software such as Powerpoint or Prezi should be used. Students must either present from their own device connected to the classroom video projector, or provide a USB key with their presentation in a previously –agreed to presentation format.

#### **UF Policies:**

University Policy on Accommodating Students with Disabilities: Students requesting accommodation for disabilities must first register with the Dean of Students Office (<http://www.dso.ufl.edu/drc/>). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

University Policy on Academic Misconduct: Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at <http://www.dso.ufl.edu/students.php>.

Netiquette: Communication Courtesy: All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at

<http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf>

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.