Digital Cultures

Module Code: ARMC222S7
Credits/Level: 30 credits/Level 7

Module Type: Academic
Previous Name: N/A

Teaching Pattern
This module runs over 11 weeks in spring term, with a break in reading week (week 6).

Synopsis
This module will explore the influence of digital media technologies on contemporary culture. The current pervasiveness of digital images and information is undeniable, but the social, aesthetic and economic impact of this spread has only begun to be considered within academic discussions. How has the development and accessibility of digital technologies changed the way we create and communicate? What is the significance of the digital data and code that lie behind our contemporary images and interfaces? Has the production of art, media and culture been opened up or standardized by the spread of the digital? The module will raise these and other questions and examine such themes as: the dynamics of online digital communities; the rise of the ‘age of data’; the aesthetics of the digital image; the growth of the digital gaming industry; and the establishment of digital art exhibitions and archives. The course is offered by the Department of Film, Media and Cultural Studies, but is open to MA students from across the School of Arts who have an interest in exploring issues related to digital culture.

Coursework/Assessment
Component: Essay
Basic Requirements: 5,000 word critical essay.
Weighting: 100%

Entrance Requirements
N/A

Indicative Content
- The digital image: photography, cinema and beyond
- Digital economies / digital workers
- The Video Game Industry
- The age of data: big data, meta-data, and data visualisation
- Viral culture and meme production
- Digital politics and participatory culture
- Smart cities and augmented spaces
- Digital art exhibitions, collections and archives
- Software and code
- The Internet of things
- Online communities and identities