I usually answer emails within 24 hours (weekday). If you do not hear from me within two days, you can assume that I did not get your email. Please make sure that you send email to the correct email address (pbooth@depaul.edu). Be forewarned: email accounts with Yahoo tend to get sent to DePaul’s spam filter, and I tend not to get them. You can also Tweet me at @pbooth81.

Course Description:
This seminar considers the cultural ramifications of new media in shaping life experiences and meaning. As interactive digital media technologies expand opportunities for social networking, text and instant messaging, file sharing, collaborative authoring, blogging, podcasting and mobile communication, this seminar asks how these new technologies impact identity formation, creative participation and concepts of public culture. Issues of concern include race, gender, class, sexuality, cultural citizenship, fandom, subcultures and democratic participation.

Course Rationale:
We live in a digital world. iPods, cell phones, PDAs, iPhones, PSPs, and other electronic devices rule our space away from home, but even at home we are surrounded by digital devices. If we don’t record our television on TiVo or another DVR, we download it from network websites or use BitTorrent to grab them P2P. When we’re done watching TV, we wave our wand at our Wii or connect online with some friends in Korea to play Halo 3. Tired of video games? Try some homework – but don’t open your bag. The reading is all pdf and you can compose your original thoughts and studies in a word doc. Time for bed? Don’t forget to set your cell phone alarm to wake you up ten minutes before class.

We are at a crossroads between two eras, the waning of the print and the dawning of the digital. Yet, even if technology changes, “new” remains constant. The technology may now allow us to download individual songs for 99 cents each, but the basic concept of “music” hasn’t changed much. Media don’t change so much as “remediate” and become part of a different set of technological apparatuses. This course examines how the digital has affected contemporary (post) modern life. It takes a cultural studies view of the impact of digital technology. As media become more complex, they also become more integrated into our lives. This fact makes media studies a crucial field in contemporary society. It is important not just to understand how media affect culture, but also to see at the level of the individual how technology is consumed.

Therefore, this class will focus on how the digital is changing the way we live, think and act. Each unit will explore, through readings, screenings, and discussion, what it means to be human in an era of increasing digitation and mechanism. It is important to realize that issues may be raised that will not – or cannot – be answered. This class will not seek definite answers about “what is to come,” but rather will ask questions about what is here now, and how that affects our conceptions of ourselves. This class uses a philosophical lens to examine the concept of “new media” throughout our cultural history.

Class Goals:
It is my hope that we can reach a number of goals together in this course. The first is to gain a better understanding of key concepts in New Media theory and Digital Culture. The second is to gain the ability to analyze and critique important theoretical texts in cultural studies. And the third is to develop skills in presenting difficult and dense information in both written and oral formats.

Course Objectives:
At the end of this course, students will be able to:

1) Identify and review cultural issues in contemporary online media
2) Demonstrate an ability to synthesize lessons and readings in discussion and writing
3) Develop critical thinking tools and terminology
4) Prepare and present original research in a formal academic setting

Class Readings

There is one recommended textbook for this class. Although we may not always refer to the textbook in class, some students might find it a useful resource as background on the history and concept of “new media.” In the schedule, I’ve noted sections of the textbook that might be handy as a resource. You can pick up the book at the DePaul Loop Barnes and Noble, or online.


In addition, you may want to purchase for your own reference a copy of any in the Popular Culture and Philosophy series published by Open Court Publishing. Additional readings will be available on D2L.

Class Screenings: each week, I’ve posted an episode of TV to watch before class. Much of the intellectual and philosophical work in “new media” can be found in fiction and films, and I’ve found that it sometimes helps to experience these difficult theories through televisual adaptation. Please note that I will expect you to watch the TV episode each week and the show may help guide our discussion. I’ve also recommended some sci-fi films that also feature the theme that week. These films are not required, but offer a chance to explore these issues (especially if you’re having difficult understanding the reading, the film might help give an example). The films are on reserve in the Loop library.

Grading and Assignments:
Your grade is based on 500 points
Conference Paper 100 points
Conference Facilitation: 50 points
Synthesis Paper: 100 points
Book Chapter: 150 points
Attendance/Participation: 100 points

Conference Paper:
Each day we will hold a “conference session” in class. The conference session is intended to simulate an actual academic conference panel. Each panel will consist of 3 students, each presenting a work of original scholarship, based on the class topic for the day of the conference. Your Conference Paper should address a significant issue in the field of new media and culture, and should be addressed to an appropriate venue in communication, digital media studies, and/or technical communication. The paper should include (1) a grounding in issues and problems in a relevant current literature, (2) an explication of applicable theories and/or methods, and (3) either (a) a description and analysis of significant digital texts/contexts or (b) a description and evaluation of a significant digital performance or production. You will be able to sign up for the day that you want to give a paper. You should also turn in an abstract (due the Monday before your conference presentation) that abstracts (500 words) your topic and the venue at which you would present it. On the day of your conference presentation, you will turn in a 1500-2000 word paper, but for your presentation you should not simply read the paper. Instead, present the research in an interesting and thoughtful manner. You should use some form of technology to aid your presentation. Conference papers are due by 5:40pm the day of the conference.
Conference Facilitation:
In addition, three members of class will act as “facilitators” for the panel, and will ask questions which expand on all the papers. These questions should move beyond summary or questions of definition, and should expand on the work in question by relating it to the readings. Facilitators must also aid in keeping class discussion moving after the panel. In additional, facilitators must write a summary of the panel (1000-1200 words) that includes the question the facilitators asked and the answer the panelists gave. Facilitation papers are due by the Monday after the conference at 5:40pm.

Synthesis:
The synthesis paper asks you to write a 1500-2000 word synthesis of the readings for a week. You may choose which week you wish to synthesize; however, you may not write the paper on a week when you are giving a conference paper or facilitating the conference. Your synthesis should do three things: (1) draw lines of connection between the readings for the week; (2) explore the relationship between the readings and the topic for the day; and (3) describe a new media text that best exemplifies the readings for the week, and explicate those connections. Synthesis papers are due by 5:40pm on the day we cover the readings.

Book Chapter:
The final paper for this class will simulate a book chapter in the popular “Philosophy and Popular Culture” series of books (e.g., The Matrix and Philosophy, Battlestar Galactica and Philosophy, Seinfeld and Philosophy). You will pick a popular culture text and write a chapter that uses the New Media philosophy we’ll be discussing in class to analyze in detail that text. You may use your conference paper or your synthesis paper as the basis for your book chapter; you must integrate the feedback if you turn it in as a book chapter. We will be presenting our book chapters on the final exam day. I have posted an example of a book chapter to D2L, although you are welcome to find more examples online or in the bookstore.

On the last day of class (and, if needed, the penultimate day of class), each student will give a 5-10 minute abstract presentation/summary on their chapter. This is an informal presentation that is designed to give you and your classmates a chance to develop your ideas.

Book Chapters must be: 4000-5000 words; double-spaced; pages numbered; and properly cited with consistent formatting. Please upload a copy of each paper (conference presentations, synthesis, and book chapter) to D2L by 5:40pm on finals day. All work will be also be graded electronically. Please let me know if this will be an issue for you. Also archive all your work electronically for your own records. Late papers will not be accepted. Under special circumstances (e.g., illness or family emergency) extensions may be granted for a reduced grade: contact the professor as soon as possible.
<table>
<thead>
<tr>
<th>Class 01: Thought, Being, and Space</th>
<th>12 Sept</th>
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<tbody>
<tr>
<td><strong>Topic:</strong> Introduction, New Media and Culture</td>
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<tr>
<td><strong>Readings:</strong> Wasik: “Programmable World”</td>
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<td><strong>Recommended:</strong> NM: 1.1–1.3</td>
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<th>Class 02 New Media</th>
<th>19 Sept</th>
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<tr>
<td><strong>Topic:</strong> New Media</td>
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| **Readings:** Ito: “Mobilizing Imagination”  
Nichols: “The Work of Culture”  
Manovich: “What Is New Media” (pp. 27-48)  
**Screenings:** Black Mirror: “The National Anthem” |
| **Recommended:** Videodrome  
NM: 1.4–1.6 |

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<tr>
<th>Class 03 New Media Thought 1</th>
<th>26 Sept</th>
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<tbody>
<tr>
<td><strong>Topic:</strong> Hyperreality, Simulation, and Mediation</td>
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| **Readings:** Baudrillard: “The Precession of Simulacra” (pp. 1-19)  
Schroeder: “Playspace Invader”  
Booth and Ekdale: “Hyperreal Office”  
**Screenings:** Black Mirror: “The Waldo Moment” |
| **Recommended:** The Matrix  
NM: 2.1–2.3 |

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<tr>
<th>Class 04 New Media Thought 2</th>
<th>03 Oct</th>
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<tbody>
<tr>
<td><strong>Topic:</strong> “Virtual” “Reality”</td>
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| **Readings:** Baudrillard: “Aesthetic Illusion”  
Poster: “Everyday (Virtual)Life”  
**Screenings:** Black Mirror: “White Bear” |
| **Recommended:** Strange Days  
NM: 2.4–2.7 |

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<tr>
<th>Class 05 New Media Thought 3</th>
<th>10 Oct</th>
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<tr>
<td><strong>Topic:</strong> The Economies of Online</td>
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| **Readings:** Benkler: *The Wealth of Networks*, Chapter 1  
Jenkins, Ford, and Green: “Reappraising the Residual”  
Stallman: “The GNU Manifesto”  
Terranova: “Free Labor…”  
**Screenings:** TBA |
| **Recommended:** Rip: A Remix Manifesto  
NM: 3.4–3.10 |

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<tr>
<th>Class 06 New Media Being 1</th>
<th>17 Oct</th>
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<td><strong>Topic:</strong> Participation</td>
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| **Readings:** Delwiche and Henderson: “What is Participatory Culture?”  
Enzenberger: "Constituents of a Theory of the Media”  
Jenkins: “Quentin Tarantino’s *Star Wars*…”  
McChesney: “What is the Elephant…?”  
**Screenings:** Black Mirror, “15 Million Merits” |
| **Recommended:** NM: 3.13–3.16 |
### Class 07 New Media Being 2
**24 Oct**

**Topic:** Technology and the Body – ONLINE CLASS

**Readings:**
- Haraway: "A Cyborg Manifesto"
- Hayles: "What Does it Mean to Be Posthuman?"
- Sundén: Introduction to *Material Virtualities*

**Recommended:**
- *Blade Runner*
  - NM: 5.1–5.3

**Screenings:**
- *Star Trek The Next Generation: “The Best of Both Worlds pt. 1”*

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### Class 07 New Media Being 3
**31 Oct**

**Topic:** Identity and Community

**Readings:**
- Kember: "Creatures on the Internet"
- Morse: "Virtually Female"
- Nakamura: "Race In/For Cyberspace"
- Papacharissi: "A Networked Self"

**Recommended:**
- *Gattaca*
  - NM: 3.17–3.24

**Screenings:**
- *Star Trek The Next Generation: “The Best of Both Worlds pt. 2”*

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### Class 09 New Media Space 1
**07 Nov**

**Topic:** Hybridity

**Readings:**
- Dixon and Weber: “Playspaces”
- Gunkel: "Can Machines Have Rights?"
- Latour: "The Proliferation of Hybrids"
- Papacharissi and Yuan: "What If"

**Recommended:**
- *eXistenZ*
  - NM: 4.1–4.6

**Screenings:**
- *Black Mirror: “Be Right There”*

### Abstract Presentations

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### Class 10 New Media Space 2
**14 Nov**

**Topic:** Mobility

**Readings:**
- De Souza e Silva and Sutko: “Placing Location…”
- Deuze: "Media Life"
- Hjorth: "Domesticating New Media"

**Recommended:**
- *Minority Report*
  - NM: 5.4

**Screenings:**
- *Black Mirror: “The Entire History of You”*

### Abstract Presentations

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### Final Exam
**21 Nov**

**Book Chapter Due Presentations**
Bibliography


Wasik, Bill. “In the Programmable World, All Our Objects Will Act as One.” Wired 21, no. 6 (14 May 2013): www.wired.com/gadgetlab/2013/05/internet-of-things/all/