



Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

4ME309 Nätverkssamhällets kultur, 7,5 högskolepoäng

Network society and internet cultures, 7.5 credits

Main field of study

Media Technology

Subject Group

Media Production

Level of classification

Second Level

Progression

A1F

Date of Ratification

Approved 2014-10-03

Revised 2017-01-19 by Faculty of Technology. Prerequisites are revised.

The course syllabus is valid from autumn semester 2017

Prerequisites

30 credits, at the A1 level in Media Technology or equivalent

Objectives

The aim of this course is to provide students with the theoretical and technical foundations for understanding and developing critical thinking skills with regard to new social patterns, interactions and cultures that emerge when people intensively use social media and the web as channels for communication.

Upon completion, the student should be able to:

- have a good overview of the current changes and challenges to culture and society caused by digital technology
- understand the impact of these changes on human communication, law and policy making, technical infrastructure and privacy
- use tools for scenario construction related to technological systems and services
- understand how aspects of markets and marketing models interplay with societal and cultural changes in the area of computer-mediated communication.

Content

The course consists of:

- An overview of relevant concepts and contemporary development approaches in the field of network society and internet cultures.
- Analysis and discussion of different views on society and culture development and history.
- Different tools for making cultural phenomena relevant for media and technology production.
- Experimental design and production of future scenarios of culture and human behavior in light of recent and historical technological changes.
- Current best practices from industry and organizations of how the technical development changes the conditions of the surrounding culture and society.

Type of Instruction

Lectures, seminars and workshops.

Examination

The course is assessed with the grades A, B, C, D, E, Fx or F.

The grade A constitutes the highest grade on the scale and the remaining grades follow in descending order where the grade E is the lowest grade on the scale that will result in a pass. The grade F means that the student's performance is assessed as fail (i.e. received the grade F).

Assessment in this course will be comprised of: written and/or oral examinations, assignments as well as mandatory seminar work. At the beginning of the course it will be decided on what types of assessment used.

Students who do not pass the regular examination are given the opportunity to do a reexamination shortly after the regular exam.

Course Evaluation

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department.

Credit Overlap

The course cannot be included in a degree along with the following course/courses of which the content fully, or partly, corresponds to the content of this course: 4ME109 Network society and internet cultures, 7.5 credits

Other

Grade criteria for the A–F scale are communicated to the student through a special document. The student is to be informed about the grade criteria for the course by the start of the course at the latest.

Required Reading and Additional Study Material

Required Reading

Koblin, Aaron (2006) The sheep market: Two cents worth. Design|Media Arts, UCLA. M.Sc. Thesis. www.aaronkoblin.com/work/theshsheepmarket/TheSheepMarket.doc
<http://www.aaronkoblin.com/work/theshsheepmarket/>

Pariser, Eli. (2011). The filter bubble: what the Internet is hiding from you. London: Viking

Rheingold, Howard (2002). Smart mobs: the next social revolution. Cambridge, Mass.: Perseus Pub.

DFM, Distributed materials, 200 pages

Additional recommended readings

Abelson, Harold, Ledeen, Ken & Lewis, Harry R. (2008). *Blown to bits: your life, liberty and happiness after the digital explosion*. Upper Saddle River, N.J.: Addison-Wesley Available online: <http://books.google.com/books?id=Y7D0ltmSGjgC>

Castells, Manuel (2000). *The information age: economy, society and culture*. Vol. 3, *End of millennium*. 2. ed. Oxford: Blackwell

Lanier, Jaron (2011). *You are not a gadget: a manifesto*. [Updated ed.] London: Penguin

Rushkoff, Douglas. (2010). *Program or be programmed: ten commands for a digital age*. New York: OR Books

Shirky, Clay (2009). *Here comes everybody: the power of organizing without organizations*. New York: Penguin Books

Turkle, Sherry (2011). *Alone together: why we expect more from technology and less from each other*. New York: Basic Books