EXPANDED COURSE DESCRIPTION

FILM AND VIDEO
School of the Arts, Media, Performance and Design
Department of Cinema and Media Arts

FA / FILM 3841 3.0 SECTION M
DIGITAL CULTURE
FALL 2018 / WINTER 2019

Last Modified Date: 01/10/2019

COURSE CALENDAR DESCRIPTION

Explores the history, theory, and practice of digital media through an examination of contemporary practice and theories of digital art, social media, gaming culture, film, new media, animation, and software studies. Prerequisites: FA/FILM 1400 6.00, FA/FILM 1401 6.00, or permission of the Instructor. Open to non-majors.

Explores the history, theory, and practice of digital media through an examination of contemporary practice and theories of digital art, social media, gaming culture, film, new media, animation, and software studies. Pre-requisites: 1400, 1401, or permission of the instructor. Open to non-majors.

INSTRUCTOR(S)

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SPECIAL FEATURES

Digital Media and the Creative Industries have transformed society. Today, citizens across the world participate in digital media consumption, creation, and distribution. From liking a post on Facebook, to purchasing a Netflix account, to downloading the Tetris app to their iPad, this participation occurs, many times, without reflecting on the power structures, economic divides and gendered relations that define these cultural conducts and processes. Digital media are also a key component of the creative industries, a series of profitable economic activities characterized by innovation, collaboration, and creative labour.

This course will introduce students to first-person experiences of digital media and to the field of the Creative Industries. The lectures and materials used and the experiences develop in class will allow students to analyze communication forms across borders and have a better understanding of the role individuals, groups and institutions play in those relations. Based on the analysis of digital material, the course seeks to raise awareness on the transformative and creative potential of digital technologies. We will discuss issues of media production, representation, and consumption in relation to categories such as identity and gender; sexuality and spectatorship; industry and creativity. We will also explore personal experiences in the making of digital media works both as consumers and producers, expanding the students’ practical and theoretical knowledge of these technologies. Although with national/regional/global interests, most of the case studies in class will focus on Latin America.

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