

COURSE OUTLINE

(1) GENERAL

SCHOOL	OF SOCIAL SCIENCES		
ACADEMIC UNIT	CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ITE 505	SEMESTER	6
COURSE TITLE	VISUAL CULTURE AND DIGITAL COMMUNICATION II		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>	WEEKLY TEACHING HOURS	CREDITS	
	3	5	
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	SPECIALISED GENERAL KNOWLEDGE		
PREREQUISITE COURSES:	VISUAL CULTURE AND DIGITAL COMMUNICATION I		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES		
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131168/		

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

The course offers a continuation and expansion of Visual Culture I, being at the same time an independent subject. After the fulfillment of the course students should be able to:

1. Comprehend the evolution and continuation of Modernism to the late 20th – early 21st century.
2. Comprehend the phenomenon and evolution of Postmodernism.
3. Define the multiple meanings of pop culture.
4. Realize the role graphic arts played towards the formation of the contemporary visual culture.
5. Be acquainted to the broadness of meanings and ideological messages of contemporary arts.
6. Comprehend the social role of contemporary visual arts, the multiplicity of media, their interaction with technology and also their interdisciplinary character.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

*Search for, analysis and synthesis of data and information, with the use of the necessary technology
Adapting to new situations
Decision-making
Working independently
Team work
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas*

*Project planning and management
Respect for difference and multiculturalism
Respect for the natural environment
Showing social, professional and ethical responsibility and sensitivity to gender issues
Criticism and self-criticism
Production of free, creative and inductive thinking
.....
Others...
.....*

1. Production of free, creative and inductive thinking.
2. Criticism and self-criticism.
3. Respect for difference and multiculturalism.
4. Search for, analysis and synthesis of data and information, with the use of the necessary technology.
5. Working independently.
6. Team work.
7. Working in an international and interdisciplinary environment.
8. Showing social, professional and ethical responsibility and sensitivity to gender issues.

(3) SYLLABUS

The following is an outline of the general frame of the course. The course focuses on part of this general frame per academic year.

More specifically:

- Meanings and content of the audiovisual arts from the 20th to the 21st cent. With an emphasis to video art and comics / graphic novels. Postmodernism and the emergence of Posthumanism
 - Video art, Conceptual art, fluxus. Case Studies: Nam June Paik, Bill Viola, Shirin Neshat.
 - Bio-art and the Transhuman. Digital and Virtual Reality Art.
 - History and ideology of comics in USA and Europe.
 - Science fiction comics, comics and literature, the meaning of 'pulp'.
 - Realism and humour in comics.
 - Comics' magazines.
 - Case Studies: Manga.
 - Superhero comics.
 - The interaction of the arts in the contemporary socio-cultural frame.

(4) TEACHING and LEARNING METHODS - EVALUATION

<p style="text-align: center;">DELIVERY <i>Face-to-face, Distance learning, etc.</i></p>	Face to face																									
<p style="text-align: center;">USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i></p>	Using of ICT teaching																									
<p style="text-align: center;">TEACHING METHODS <i>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i></p> <p><i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i></p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">Activity</th> <th style="text-align: center;">Semester workload</th> </tr> </thead> <tbody> <tr> <td>Lectures</td> <td style="text-align: center;">13*3=39 h</td> </tr> <tr> <td>Lectures' study</td> <td style="text-align: center;">13*3=39 h</td> </tr> <tr> <td>Preparation of Projects</td> <td style="text-align: center;">13*1 h= 13 h</td> </tr> <tr> <td>Semester Project</td> <td style="text-align: center;">13*3 h= 39 h</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td>Course total</td> <td style="text-align: center;">130h</td> </tr> </tbody> </table>		Activity	Semester workload	Lectures	13*3=39 h	Lectures' study	13*3=39 h	Preparation of Projects	13*1 h= 13 h	Semester Project	13*3 h= 39 h													Course total	130h
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<p style="text-align: center;">STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i></p> <p><i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i></p> <p><i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i></p>	<p>Open-ended questions, or Short-answer questions, or Multiple choice questionnaires, or Oral examination and Essay with Public Presentation</p>																									

(5) ATTACHED BIBLIOGRAPHY

<p>a. Coursebooks: 1. A. Κάουα, E. Σαμπανίκου, Π. Κρητικός, Μ. Τσελέντη (επιμ.), Θέα Από Ψηλά: Φαντασία και Αφήγηση στα Κόμικς, εκδ. Ηλίβατον, Αθήνα 2010, ISBN: 978-960-8085-13-8 (Κωδικός στον ΕΥΔΟΞΟ: 186784)</p>

2. Αντ. Νικολόπουλος, *Τα Ελληνικά Κόμικς. Αντανακλάσεις Ιδεών στις σελίδες των κόμικς*, Εκδ. Τόπος, Αθήνα 2012, ISBN: 978-960-499-048-1 (Κωδικός στον ΕΥΔΟΞΟ: 22768459)

b. Additional Bibliography:

1. E. Sampanikou – E. Kavakli (eds), *Aspects of Representation. Studies on Art and Technology. New Technologies in Contemporary Cultural Expression, Department of Cultural Technology and Communication – University of the Aegean, Mytilene 2008*. ISBN: 978-960-87902-3-0.

2. Η. Η. Arnason, *Ιστορία της Σύγχρονης Τέχνης. Ζωγραφική, Γλυπτική, Αρχιτεκτονική, Φωτογραφία*, εκδ. Επίκεντρο, Αθήνα 2005, ISBN: 978-960-6645-67-9 (Κωδικός στον ΕΥΔΟΞΟ: 15054).

3. Hal Foster, κ.α., *Η Τέχνη από το 1900. Μοντερνισμός, Αντιμοντερνισμός, Μεταμοντερνισμός*, εκδ. Επίκεντρο, Αθήνα 2007, ISBN: 978-960-458-047-7 (Κωδικός στον ΕΥΔΟΞΟ: 15037).

4. Γ. Κουκουλάς, *Γυναίκες στα κόμικς - Ηρωίδες για κάθε χρήση*, εκδ. futura, Αθήνα 2005, ISBN: 978-960-6654-02-8 (Κωδικός στον ΕΥΔΟΞΟ: 21316)

5. R. Sabin, *Κόμικς ή Κόμιξ? Η Ιστορία μιάς "σχεδόν" τέχνης*", εκδ. TERZO BOOKS, 1997, ISBN: 960-7867-00-9.

6. Λ. Ταρλαντζός, *Ιστορία των Κόμικς*, εκδ. Αιγόκερως, 2006, ISBN: 960-322-250-X.

7. Π. Κρητικός – Ε. Σαμπανίκου, *Ιχνηλατώντας το Φανταστικό. Τα ελληνικά κόμικς του Φανταστικού 1978-2004*, εκδ. FUTURA, Αθήνα 2005, ISBN: 960-7980-95-6.

8. Ε. Σαμπανίκου – Α. Κάουα – Π. Κρητικός – Μ. Τσελέντη (επιμ.), *Μεταξύ Φαντασίας και Πραγματικότητας. Σκέψεις και απόψεις για τα κόμικς, Τμήμα Πολιτισμικής Τεχνολογίας και Επικοινωνίας – Πανεπιστήμιο Αιγαίου, Μυτιλήνη 2005*, ISBN: 960-87902-1-2.

9. Α. Κάουα, *Εικονικά Βλεμματα. Μεταμοντέρνα αφήγηση στα κόμικς, τον κινηματογράφο και τη λογοτεχνία*, Εκδόσεις futura, Αθήνα 2002, ISBN: 960-7980-29-8.

10. E. Sampanikou, "Generation X in Greek Comics", στο: Chr. Henseler (επιμ.), *Generation X Goes Global. Mapping a Youth Culture in Motion*, Εκδόσεις Routledge, 130-155.

Also:

Additional **international bibliography** (in languages other than Greek) is given during the lectures.

- Related academic journals:

:

1. Journal of Graphic Novels and Comics:
<http://www.tandfonline.com/toc/rcom20/current>
2. The Journal of Comics and Culture:
<http://press.pace.edu/the-journal-of-comics-and-culture/>
3. The Comics Journal: <http://www.tcj.com/>
4. Studies in Comics: <https://www.intellectbooks.co.uk/journals/view-journal,id=168/>
5. Journal of Visual Culture: <http://journals.sagepub.com/home/vcu>
6. InVisible Culture: <http://ivc.lib.rochester.edu/>
7. History of Photography: <http://www.tandfonline.com/loi/thph20>
8. Art Theory and History: <http://ijath.cgpublisher.com/>
9. International Journal of Art Theory and Criticism:

<http://www.journalnetwork.org/journals/international-journal-of-art-theory-and-criticism#author-guide-tab>

10. Art History – Wiley Online Library:

[http://onlinelibrary.wiley.com/journal/10.1111/\(ISSN\)1467-8365](http://onlinelibrary.wiley.com/journal/10.1111/(ISSN)1467-8365)

11. The Journal of Aesthetics and Art Theory – Wiley Online Library:

[http://onlinelibrary.wiley.com/journal/10.1111/\(ISSN\)1540-6245](http://onlinelibrary.wiley.com/journal/10.1111/(ISSN)1540-6245)

12. Oxford Art Journal: <https://academic.oup.com/oaj>

13. International Journal of Art and History: <http://ijaahnet.com/>

14. The Art Bulletin: <http://www.tandfonline.com/loi/rcab20>

International Journal for Digital Art History: <http://dah-journal.org/>