COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	DEPT. OF CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDER GRADUATE		
COURSE CODE	3PANT103 SEMESTER 4th		1
COURSE TITLE	CULTURAL REPRESENTATION		
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		WEEKLY TEACHING HOURS	CREDITS
Theory		2	3
Laboratory		2	3
The organisation of teaching and the teaching methods used are described in detail at (d).		4	6
general background, special background, specialised general knowledge, skills development PREREQUISITE COURSES:	Specialized general knowledg	ge / Skills developm	ent
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes, in English		
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131252/		

(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
- $\bullet \quad \textit{Descriptors for Levels 6, 7 \& 8 of the European Qualifications Framework for Lifelong Learning and Appendix B}\\$
- Guidelines for writing Learning Outcomes

Students attending the course should after its completion be able to:

- Know basic theoretical and methodological topics/principles about cultural representation issues
- Discern and understand the cultural content processes and forms interconnected with/ included in every practice/procedure of cultural representation
- Understand and implement information architecture in the form of dendrograms organizing/defining elements/data of the cultural content.
- Create a basic scenario for the presentation of cultural contents of every representation in the form of an ICT application
- Implement/program a software development/application supporting the above scenario
- Collaborate at all stages leading to the selection, analysis, processing, production and presentation of digital cultural content.

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...

- Search for, analysis and synthesis of data and information, with the use of the necessary
- **Decision-making**
- Team work
- Project planning and management
- Criticism and self-criticism
- Production of free, creative and inductive thinking
- Adapting to new situations

(3) SYLLABUS

The course aims to teach fundamental theoretical and methodological principles of cultural representation. This involves understanding how narratives are formed to transmit elements related to a specific historical, economic, social, and cultural context into another socio-spatial setting.

We will explore classic paradigms of cultural representation, including discourse analysis, documentary film analysis, or the arrangement of culturally diverse items in modern museum collections

Each of these paradigms demonstrates how narratives can be infinitely reproduced: spoken narrations can be retold by different agents in various contexts, documentaries can be updated or used as archival material for new productions, and museum collections can be re-curated or combined with additional data. In our contemporary world, dominated by multimedia and the internet, a significant portion of representational procedures now focuses on digital presentations, such as websites, web portals, or multimedia presentations. From this perspective, the course focuses on representational procedures utilizing new communication technologies, including computers and other technical systems (ICT). We will examine theoretical approaches to representation and delve into specific methods and techniques for representing cultural material digitally.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY

Face-to-face, Distance learning, etc.

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY

Use of ICT in teaching, laboratory education, communication with students

TEACHING METHODS

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.

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

Face-to-face

Use of ICT in teaching, communication with students and for laboratory education.

Activity	Semester workload	
Lectures (2 h X 13 lectures	26 h	
per semester)		
Dun an aring a grad	20.5	
Processing and	39 h	
understanding each lecture 3 h X 13 lectures		
	70.1	
Laboratory and completion	78 h	
of a project (60% of the		
final grade) 6 h X 13		
meetings with the teaching		
stuff		
Study for the final written	20 h	
exams (40% of the final		
grade)		
Course total	163 h	

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

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

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

Completion of project and presentation of the final product (60% of the final grade)

Written exams (40% of the final grade)

Students are familiar with the evaluation criteria during the initial course lecture at the beginning of the semester and are stored throughout the semester in the course's area in eclass (https://eclass.aegean.gr/courses/131252/)

(5) SUGGESTED BIBLIOGRAPHY

GREEK

Εςο, U. (1988). Σημειωτική. Αθήνα: Γνώση.

Εco, U. (1989). Η σημειολογία στην καθημερινή ζωή. Αθήνα: Μαλλιάρης Παιδεία.

Fiske, J. (2010). Εισαγωγή στην επικοινωνία. Αθήνα: Ι. Σολδάτος.

Παπαγεωργίου, Δ., Μυριβήλη, Ε., & Μπουμπάρης, Ν. (2006). Πολιτιστική αναπαράσταση. Αθήνα: Κριτική. Παπαγεωργίου, Δ., & Ηλιάδης, Γ. (2021). Πολιτιστική αναπαράσταση. Στο Ν. Μπουμπάρης, Δ. Καταπότη, Α. Μπούνια, & Χ. Καλλονιάτης (Επιμ.), 41 όροι και ορισμοί (σσ. xx-xx). Αθήνα: Τμήμα Πολιτισμικής Τεχνολογίας και Επικοινωνίας.

ENGLISH

Bourdieu, P. (1993). The field of cultural production. New York: Columbia University Press.

Dickerson, B. A. (2004). Kant: On representation and objectivity. Cambridge: Cambridge University Press. Fraassen, C. B. (2008). Scientific representation: Paradoxes of perspective. Oxford: Oxford University Press. Goffman, E. (1959). The presentation of self in everyday life. New York: Anchor Books. Huyssen, A. (1986). After the great divide: Modernism, mass culture, postmodernism. Bloomington: Indiana University Press. Noe, A. (2004). Action in perception. Cambridge, MA: MIT Press.

Riegler, A., Peschi, M., & von Stein, A. (1999). *Understanding representation in cognitive sciences: Does representation need reality?* New York: Kluwer Academic/Plenum Publishers.

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