COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES
ACADEMIC UNIT	DEPARTMENT OF CULTURAL TECHNOLOGY AND COMMUNICATION
LEVEL OF STUDIES	UNDERGRADUATE

COURSE CODE	POL221	SEMESTER	7

COURSE TITLE	THEMES IN CULTURAL THEORY AND DIGITAL CULTURE

INDEPENDENT TEACHING ACTIVITIES *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
	Lectures	3	5
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).			

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	Core Course/Special Background/Skills Development
PREREQUISITE COURSES:	CULTURAL THEORY II (POL202)
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131136/

(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*
After the completion of the specific course students will be able to: • Identify the basic principles, terms and theoretical schemata of cultural and digital studies and be able to employ effectively theoretical approaches and their corresponding research methodologies.   • Describe the potential of scientific analysis in problem solving and of the interdisciplinary synthesis of solutions through critical thinking and cooperation.   • Understand the essence of cultural information and the basic principles of its design and management.   • Be able to identify basic principles of cultural theory and communication and combine them with the dissemination of cultural information.   • Discover and evaluate the potential in connecting new technologies and culture within the framework established by the scientific field of cultural informatics.
General Competences

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Production of new research ideas
- Working in an interdisciplinary environment
- Working in an international environment
- Production of free, creative and inductive thinking
- Criticism and self-criticism.

(3) SYLLABUS

In this course the following issues are presented: Introduction to the basic terms and concepts of virtual reality, computing-communication-digitality, computing machines and intelligence, digitality and ethics, cyberpunk and virtuality cyberfeminism, platform capitalism, surveillance capitalism and societies of control, archaeology of media, Internet politics, the challenges of networked society.

Lectures:

1.	Introduction - Presentation of course objectives - Description of lectures
2.	Defining Virtual Reality
3.	Computing-Communication-Digitality
4.	Computing machines and intelligence
5.	Digitality and ethics
6.	Cyberpunk and virtuality
7.	Cyberfeminism
8.	Platform capitalism
9.	Surveillance capitalism and societies of control
10.	Archaeology of Media
11.	Internet politics
12.	The challenges of networked society
13.	Revision-Evaluation of essays

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY *Face-to-face, Distance learning, etc.*	Face-to-face
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY *Use of ICT in teaching, laboratory education, communication with students*	Use of ICT in teaching and communication with students.

TEACHING METHODS *The manner and methods of teaching are described in detail.*	*Activity*	*Semester workload*
	Lectures	13 *3hours =39hours

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.	Lectures' study	13*3hours = 39hours
	Preparation of Semester Project	13*1 hours= 13hours
	Preparation for exams	13*3 hours= 39 hours
	Coursetotal	130 hours
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		

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.*	The final evaluation is accomplished with an oral exam at the end of the semester and with the implementation of a semester project. Students learn about the evaluation criteria during the initial course lecture at the beginning of the semester. The evaluation criteria can be found throughout the semester in the course's link in eclass (eclass.aegean.gr). The evaluation of students is based on the grade of the final oral examination in all the taught material at a rate of 80% while the project exercise receives 20% of the final grade.

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Πατηνιώτης, Μ. (επιμ) (2020) Εισαγωγή στις ψηφιακές σπουδές. Εκδόσεις Ροπή.
- Κάστελς, Μ. (2005) Ο γαλαξίας του διαδικτύου. Εκδόσεις Καστανιώτη.
- Levy, P. (2001) Η Δυνητική Πραγματικότητα: Η Φιλοσοφία του Πολιτισμού και του Κυβερνοχώρου. Εκδόσεις Κριτική.

- Relevant scientific journals:
- Angelaki: The Journal of Theoretical Humanities, Routledge
- Theory, Culture and Society, SAGE
- European Journal of Media Studies, Amsterdam University Press
- Journal of Visual Culture, SAGE,