

COURSE OUTLINE

(1) GENERAL

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|---|---|------------------------------|----------------|
| SCHOOL | SCHOOL OF SOCIAL SCIENCES | | |
| ACADEMIC UNIT | DEPARTMENT OF CULTURAL TECHNOLOGY AND COMMUNICATION | | |
| LEVEL OF STUDIES | UNDERGRADUATE | | |
| COURSE CODE | EPI 319 | SEMESTER | 5 ^o |
| COURSE TITLE | SOCIAL MEDIA. IDENTITIES, COMMUNITIES AND APPLICATION ENVIRONMENTS | | |
| 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 |
| Lectures | | 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> | Compulsory Optional/ General Background | | |
| PREREQUISITE COURSES: | None | | |
| LANGUAGE OF INSTRUCTION and EXAMINATIONS: | Greek | | |
| IS THE COURSE OFFERED TO ERASMUS STUDENTS | Yes | | |
| COURSE WEBSITE (URL) | https://eclass.aegean.gr/courses/131209/ | | |

(2) LEARNING OUTCOMES

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| <p>Learning outcomes</p> <p><i>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.</i></p> <p><i>Consult Appendix A</i></p> <ul style="list-style-type: none"> • <i>Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area</i> • <i>Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B</i> • <i>Guidelines for writing Learning Outcomes</i> |
| <p>At the end of the course students will be able to:</p> <ul style="list-style-type: none"> • explain the basic principles of social networking • describe social media typology • explore and analyze the conditions within which social media emerged as well as the reasons for application environments and users' increase • analyze the procedure of digital self-construction (individually and collectively), and the processes that take place between the members of digital social networks • explore social media utilization in several environments (e.g. economy, culture, politics, education) and evaluate the output of the exploitation • assess the needs of groups, organizations, institutions, etc. and propose social media applications to achieve anticipated objectives • record and evaluate advantages of social media usage as well as potential risks for individuals and society |

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

(3) SYLLABUS

The course discusses the topic of online social networking, the construction of digital - individual and collective - identity and the use of social media in various public environments (e.g. education, culture, politics). Initially, a theoretical introduction to social networking is made, while the types and the development of social media are also presented along with a brief presentation of some well-known social networking applications (Twitter, Facebook, Google+, LinkedIn, Youtube, Flickr, Instagram). Issues such as the way the digital self (persona or personae) presents itself through the choice of appearance or intentional concealment of information, issues related to privacy and its protection, the construction and management of social networks, the development of the sense of belonging to a group and the negotiation of identity through a repetitive process of interactive and symbolic exchange with others, digital reputation and recognition form the first part of course. The second part focuses to issues related to the emergence of new behaviors, such as cyber-bullying or cyber-sex, the integration and use of social media in education (e.g. communities of practice, e-learning), culture, employment, politics, the organization of fan based communities or movements (e.g. "Arab Spring") and issues related to social media impact on shaping public opinion.

Lectures

- 1: Introduction to Social Media
- 2: Social Networks, online social networking, types and uses of social media, brief historical background.
- 3: Virtual communities
- 4: Social networking sites, digital identity
- 5: Digital identity (continued), information disclosure and privacy
- 6: Privacy and social control, Legislation for users protection
- 7: Behaviors in cyberspace
- 8: The utilization of social media in the field of economy and labor market
- 9: Social media and educational environments, internet journalism and social media
- 10: The role of social media in political information, political participation and collective movements, e-governance
- 11: Social media and cultural organizations
- 12: Crowdsourcing and public opinion detection
- 13: Revision

- Communication Quarterly, Taylor and Francis
- Communication Research, Sage
- Internet Research, Emerald
- Cyberpsychology, Behavior and Social Networking, Liebert Open Access