

# Course Syllabus

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## Proseminar in Media Theory

Instructor: Jay David Bolter (TSRB 317) ([jay.bolter@lmc.gatech.edu](mailto:jay.bolter@lmc.gatech.edu))

Meeting: W 12:20-3PM (TSRB 317)

In this seminar (the continuation of LMC 8000), students will explore the key traditions of disciplinary and theoretical inquiry that contribute to the study of Digital Media, including design theory, literary-critical theory, visual culture and the cultural studies of media, communications theory, and performance studies. Students will examine key texts in each of these areas and explore their application to representative digital artifacts.

## Course objectives

By the end of the course students will be able to

1. articulate the assumptions and methodologies characteristic of the multiple approaches to theory as listed above.
2. express their mastery of the theoretical texts by successfully completing the DM qualifying examination.

## Course work

In addition to writing a research paper, students will participate in creating a bibliography all the materials that we read during the semester, together with a series of descriptive and interpretive notes. These notes will serve as study aids for the qualifying exam for this class and future classes.

## Reading schedule

	Theme	Course Readings	Other Core Readings	Related Readings
<b>Aug 21</b>	Introduction; Foundational readings	Bush, "How We May Think" Nelson, <i>Computer Lib</i> Williams, "The technology and the society"		

<b>Aug 28</b>	Ontology of the Image and Film Studies	Bazin, "The Ontology..." Bordwell, "Post Theory" Benjamin, "The Work of Art..." Mulvey, "Visual Pleasure and Narrative Cinema"		Bolter-MacIntyre, <i>New Media and the Permanent Crisis of Aura.</i>
<b>Sept 4</b>	New Forms of Narrative	Murray, <i>Hamlet on the Holodeck</i> Mateas, "Poetics"	Herman, D. <i>Story Logic</i>	Laurel., <i>Computers as Theater</i> Ryan. <i>Avatars of Story</i> Aristotle, <i>Poetics</i>
<b>Sept 11</b>	Game Studies	Bogost, <i>Persuasive Games</i> Aarseth, <i>Cybertext</i> Huizinga, <i>Homo Ludens</i>	Fernandez, Intro to Game; Bogost, <i>Racing the Beam</i> ; Sutton-Smith, <i>Ambiguity of Play</i> ; Caillois, <i>Man, Play, ...</i>	
<b>Sept 18</b>	Performance Studies	Auslander, <i>Liveness</i> Schechner, <i>Performance Studies</i>		
<b>Sept 25</b>	Medium Theory I	Kay and Goldberg Greenberg, "Modernist Painting" Higgins, <i>Intermedia</i> Mitchell, <i>Picture Theory</i>		
<b>Oct 2</b>	Medium Theory II	McLuhan, <i>Understanding Media</i> Manovich, <i>The Language of New Media</i>	Meyrowitz, <i>No sense of place</i>	Manovich, <i>Software Takes Command</i>
<b>Oct 9</b>	Medium Theory III	Jenkins, <i>Convergence Culture</i> Bolter & Grusin, <i>Remediation</i>	Sudnow, <i>Pilgrim in the Microworld</i>	
<b>Oct 16</b>	Modernism and Postmodernism	Adorno, "Culture Industry" Jameson, <i>Postmodernism</i> Debord, <i>Society of Spectacle</i> Baudrillard, <i>Simulations</i>		Lyotard, <i>The Postmodern Condition</i>
<b>Oct 23</b>	Textual Approachs	Seaver, Nick "Algorithms as Culture" Hayles, <i>How We Think</i> . Lackoff and Johnson, <i>Metaphors We Live By</i>		Eagleton, <i>Literary Theory</i> ; Landow, <i>Hypertext</i> .
<b>Oct 30</b>	Social science and Philosophical Approaches	Turkle, <i>Life... and Second Self...</i> Geertz, <i>The interpretation of Cultures</i> Kittler, "...no Software" Heidegger, "Question..."	Forsythe and Hess. <i>Studying Those Who Study Us</i> ; Kittler, <i>Gramophone</i>	Merleau-Ponty, <i>Phenomenology of Perception</i>
<b>Nov 6</b>	Science Studies	Latour, <i>We have Never Been Modern and Reassembling the Social</i> Haraway, <i>Simians and Cyborgs</i>	Cetina, <i>Epistemic Cultures</i> ; Bijker et al., <i>The Social Construction of Technological Systems</i> ; Bellacasa. <i>Matters of Care</i> ; Bloor, <i>Knowledge &amp; Social Imagery</i> Stengers, <i>Power &amp; Invention</i>	
<b>Nov 13</b>	Critical Media studies	Brock, <i>Critical Technocultural Discourse Analysis</i> Noble, <i>Algorithms of Oppression</i> boyd, danah <i>It's Complicated</i>	Gillespie et al. <i>Media Technologies</i> ; Chan, <i>Networking Peripheries</i> ; Downey, <i>Machine in Me</i> ; Tsing, <i>The Mushroom</i> ;	Sturken & Cartwright, <i>Practices of Looking</i>

<b>Nov 20</b>	Data and science	Bowker and Star. <i>Sorting Things Out</i> Kuhn, Thomas ( "Scientific Paradigms" Loukissas. <i>All Data Are Local</i>	Porter, <i>Trust in Numbers</i> ; Edwards, <i>A Vast Machine</i> ; Povenelli. <i>Geontologies</i>	
<b>Nov 27</b>	THANKSGIVING BREAK NO CLASS			
<b>Dec 4</b>	READING DAY NO CLASS. FINAL PAPER DUE DEC 6			

## Course Summary:

Date	Details		
Wed Sep 18, 2019	Assignment	<a href="#">Milestone1: Outline and presentation of final paper topic</a>	due by 11am
Wed Sep 25, 2019	Assignment	<a href="#">Milestone 2: Revised Outline of final paper</a>	due by 11am
Wed Nov 6, 2019	Assignment	<a href="#">Milestone3: Substantial draft of final paper</a>	due by 11:59pm
Tue Dec 3, 2019	Assignment	<a href="#">Student Presentations (Ongoing all semester)</a>	due by 11:59pm
	Assignment	<a href="#">Major Article/Essay (semester assignment)</a>	