

MINOR IN

# *Digital Culture*

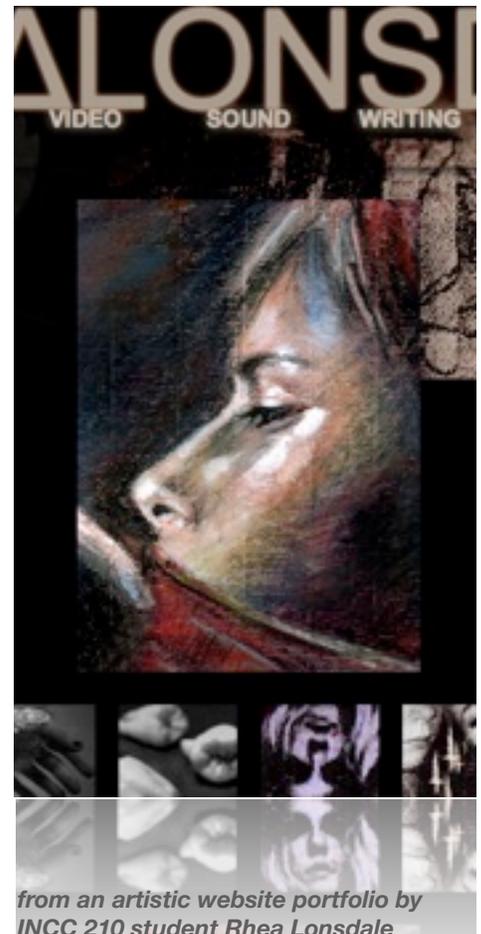
& NEW MEDIA



@ THE COLLEGE OF ARTS & SCIENCE

# Digital Culture & New Media

*About the Minor*



from an artistic website portfolio by INCC 210 student Rhea Lonsdale

"New media transforms all culture and cultural theory into an 'open source.' This opening up of cultural techniques, conventions, forms, and concepts is ultimately the most promising cultural effect of computerization."- Lev Manovich, *The Language of New Media*

The Minor in Digital Culture and New Media provides a foundation in the history, theory and practice of digital communications. "Digital culture" describes the participatory culture of digital communications and creative practice: today's inexpensive

recording devices and digital editing tools, social software such as Facebook and Twitter, and other "Web 2.0" applications, allow everyone to be a creator, a collaborator, and a publisher.

"New media" describes digital technologies that adapt and transform traditional communications media (e-books or even videogames are new media versions of books and novels; musical and recording instruments become programs and apps on your laptop or iPad; television and radio become multimedia podcasts, YouTube channels, and so on; painting

and printmaking are transformed by computer graphics and design, etc.). The transformative influences of digitally-mediated communications are recognized in a variety of professions that undergraduates will eventually pursue — whether business, the arts, journalism, education, the government, or academia. This interdisciplinary Minor helps to prepare students to participate in, critically engage with and assess, and perhaps most importantly, contribute creatively to, digital expression and communication.

# Required Courses

from the *Interdisciplinary Centre for Culture & Creativity (ICCC)*

## Digital Communication and Design: Introduction to Methods & Applications INCC 210.3

This is a hands-on course focusing on the techniques and methods of digital communications and multimedia design. Modules include Photoshop and introduction to digital image editing; digital movies & sound editing; html and basic website design. This course is primarily lab-based, with graded assignments for each module. As an introductory course this methods course will provide a foundation on which to build further technical skills. There is no final exam as students will be marked on their labs and portfolio of work, a website with graphics and a short video. The portfolio is marked on the basis of organization of materials (user-interface design), language (appropriateness and clarity), and quality of technical production.

## Digital Culture and New Media: Capstone Collaborative Design Project INCC 401.3

This is a capstone seminar in which advanced principles of history, theory, and design are applied to a suitable interdisciplinary project in new media creation and commentary. The seminar, which builds upon the foundations established throughout the Minor, focuses on approaches to be taken in defining project objectives and scope, researching suitable contexts, and designing and implementing a new media project. Design philosophy and methods are discussed and explored in the context of the particular assignment. The course requires that the students work in groups to achieve a unified production, which may include a formal essay in addition to blogs, digital films, art, and/or soundscapes.



from a website on code and design by INCC 210 student  
Kirsten Mayoh



from an action scene in a digital video by INCC 210 student  
Simon Bigaouette

## Choose

**18 credit units** from at least TWO of the following disciplines for your electives (not more than 6 credit units from your major). Note that **prerequisites may be waived** for students requesting these courses for the Minor. See the University Course and Program Catalogue for official details about requirements.



# Your Choice of Courses

*from the Interdisciplinary Centre for Culture & Creativity (ICCC)*

## Cultural Heritage Mapping

### INCC 310.3

This is an experiential project-based course involving supervised community-based research. Working in close collaboration with community representatives, small interdisciplinary groups will research a community-defined cultural heritage spatial project. A lecture component will teach concepts of cultural heritage and cultural space theory. Heritage mapping methods including oral interviewing, archival research, and digital geodatabase construction are introduced. Student creative work in the form of maps, web displays, and artistic works will be presented to the community for public use.

## Creating for the 21st Century Screen

### INCC 398.3

This course provides an overview of the historic, technological, aesthetic and societal precedents that are evolving a new, internet defined concept of a universal screen which now serves as the primary delivery medium for information, communications, and entertainment around the world. Principal exploration of the medium will be through the production of a web-based drama series created, executed, marketed and distributed by students. In addition to the scheduled class time, the course will include a compulsory lab session each week. There is no final exam. Students will be graded on assignments throughout the term as well as the final finished drama production.

## Digital Storytelling and New Media Poetics

### INCC 311.3

Stories have long been expressed through almost purely text-based genres such as long or short fiction, poetry, lyrics, and so on. More and more today, stories are being expressed through a variety of media, including visual, verbal, interactive, textual, and acoustic elements. This emerging genre employs many different techniques and platforms, including interactive programming, social computing, hypertexts, narrative games, screencasts, animations, slideshows, digital films, or any combination of a number of multimedia formats to tell stories. In this course you will create your own digital narrative or poetry. A collaboration with Sage Hill Writing Experience, this is a deep-immersion and intense 10 days offered in the spring or summer.



*students worked with the Broadway Business Improvement District to help create tours of Broadway Avenue's heritage*



*an example of digital storytelling, published by the NFB: "Welcome to Pine Point" by the Goggles (<http://pinepoint.nfb.ca/#/pinepoint>)*

# Your Choice of Courses

*from the Department of Art & Art History*

## **Extended Media I Foundation**

### **ART 136.3**

This introductory studio course explores collaborative and interdisciplinary approaches to contemporary art-making. Sessions include lectures and experiential, interactive activities, leading to the development of multidisciplinary projects. All disciplines within the university community are welcome. No background in studio art is necessary.

## **Extended Media II A**

### **ART 236.3**

Continued exploration of collaborative and interdisciplinary approaches to contemporary artmaking. Projects will include alternative practices such as video, performance, installation, projection, bookworks, digital media, etc. Reading and discussion of related texts will accompany production of artworks.

## **Extended Media II B**

### **ART 237.3**

Continued exploration of collaborative and interdisciplinary approaches to contemporary artmaking. Projects will include alternative practices such as video, performance, installation, projection, bookworks, digital media, etc. Reading and discussion of related texts will accompany production of artworks.

## **Introduction to Visual Culture**

### **ARTH 250.3**

In a series of case studies, this class will explore a wide range of visual media including painting, photography, digital imaging, the internet, video, advertising, cinema, television and architecture to ask how and why visual technologies have become so central to contemporary everyday life.

## **Extended Media III A**

### **ART 338.3**

## **Extended Media III B**

### **ART 339.3**

Continued exploration of collaborative

## **Extended Media IV A**

### **ART 438.3**

Continued exploration of collaborative and interdisciplinary approaches to contemporary artmaking. Projects will include alternative practices such as video, performance, installation, projection, bookworks, digital media, etc. Reading and discussion of related texts will accompany production of artworks.



*sculpture designed with 3d digital modeling tools by Professor Susan Shantz*



*sculpture designed with 3d digital modeling tools by Mackenzie Browning MFA student*

# Your Choice of Courses

*from the Department of Computer Science*

## **Introduction to Computing and Interactive Systems Design**

### **CMPT 105.3**

Introduction to ideas and concepts in computer science and the design of interactive systems. Concepts in computing such as algorithms, problem solving, and programming are explored using interactive multimedia systems as the focus. Basic concepts in design and interaction, such as the interaction cycle, event-based behaviour, and prototyping are introduced.

## **Design and Construction of Games and Interactive Systems**

### **CMPT 106.3**

Introduces additional basic concepts in computer science and interaction design, building on the algorithmic foundation of CMPT 105, and adding topics such as representation of data, use of expressions, development of subprograms, and creation and manipulation of graphical images. Design topics include consideration of narrative, game rules, collaboration, and animation.

## **Website Design and Development**

### **CMPT 281.3**

Introduction to design concepts and issues in the development of usable applications on the World Wide Web, including visual design concepts, the user-centered iterative design process, and development technologies that enable application development for the Web.

# Your Choice of Courses

*from the Department of English*

## **History and Future of the Book**

### **ENG 204.6**

An introductory history of the concept and technology of the book. The course focuses on the development of the book as a vehicle of communication and on its ideological and political impact, with some attention to the emergence and consequences of digital platforms such as e-mail, the web, and electronic books.

## **Digital Literature and New Media**

### **ENG 307.3**

An introduction to digital narrative, poetry, and media theory. This course investigates the ways in which text, language, and writing have been used in creative and experimental digital media, including artworks and installations, e-literature and e-poetry, video games, websites, and so on. Students will read a variety of digital works alongside critical readings in new media theory and practice.

## **Topics in 16th Century Literature in English**

### **ENG 404.3**

## **Topics in 17th Century Literature in English**

### **ENG 406.3**

(ONLY when focus is on digital editing)

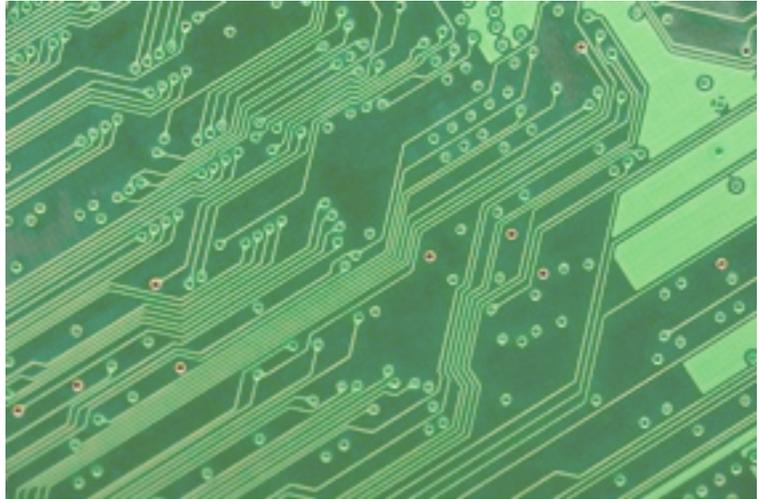
# Your Choice of Courses

*from the Department of Philosophy*

## **Ethics and Technology**

### **PHIL 236.3**

An overview of ethical issues related to the impact of modern technology on scientific research and the activities of corporations and professionals. Topics include: moral responsibility in the age of technology, genetic engineering of plants and animals, environmental ethics, privacy in the computer age, and ethical issues in international markets.



[creativity103.com](http://creativity103.com)

# Your Choice of Courses

*from the Department of Sociology*

*Note that these courses do not explicitly examine digital media, but provide a good foundation for understanding the history of digital culture through studies of mass media, communication, and globalization.*

## **Sociology of Mass Media in Canada**

### **SOC 244.3**

Introduction to the sociological study of mass media institutions in Canadian society. Primary focus on the theoretical and historical context of print, broadcast and film media. Issues of ownership, regulation and the socialization of media workers will also be discussed.

## **Ideology and Mass Communication**

### **SOC 246.3**

Introduction to the study of ways in which doctrines, opinions or ways of thinking of certain individuals or

groups come to dominate the content of our mass media. Primary focus on the "manufacture of consent" in our society through an analysis of media messages about work, consumption and leisure in Canadian society.

## **Social Change and Global Solidarity**

### **SOC 260.3**

An examination of global inequality guided by theories of social stratification and social change. Special attention is devoted to the nature, causes, and consequences of socio-cultural changes in the contemporary world.

## **Globalization and Social Justice**

### **SOC 360.3**

Explores the major theories of globalization, global social stratification and social justice through issues of risks, challenges and opportunities of contemporary social life. Central concerns are the following three themes: what is globalization, what is happening; and what are people doing that is shaping the outcome of the process?

*For More Information*

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