

Syllabus

ITP Core 1: History, Theory, and Practice of Interactive Media Professors Stephen Brier and Michael Mandiberg

ITCP 70010: Fall 2017

Seminar: Mondays, 4:15-6:15 p.m.

Seminar meets in room 3309

Lab: Mondays, 6:30-8:30 p.m.

Lab meets in GC Library Basement, room C196.01

Commons group and blog:

<https://commons.gc.cuny.edu/groups/itp-core-1-fall-2017/>

<https://itpcore1fall2017.commonscuny.edu/>

Stephen Brier (sbrier@gc.cuny.edu)

Office: 7301.10

Office Hours: By appointment (contact Julie Fuller at x7289 or jfuller1@gradcenter.cuny.edu).

Usually available in my office the hour prior to class.

Michael Mandiberg (mmandiberg@gc.cuny.edu)

Office: 3204.09

Office Hours: By appointment (contact Julie Fuller at x7289 or jfuller1@gradcenter.cuny.edu).

Usually available in my office the hour prior to class, and Wednesday afternoon.

Books to Purchase:

All books are available in paperback and most for e-readers (Kindle, iPad, etc.). If you do **use Amazon**, you are encouraged to purchase books via the tiny icon link to Amazon on the bottom right corner of the GC Mina Rees Library webpage (<http://library.gc.cuny.edu/>), which yields a 5 percent contribution from Amazon to the GC library for book and electronic resource purchases.

- Yochai Benkler, *The Wealth of Networks*, Yale Univ. Press, 2006.
- Philip K. Dick, *Do Androids Dream of Electric Sheep?* Any edition/version; there are PDFs online.
- Michael Fabricant & Stephen Brier, *Austerity Blues: Fighting for the Soul of Public Higher Education*, Johns Hopkins Univ. Press, 2016).

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- Kathleen Fitzpatrick, *Planned Obsolescence: Publishing, Technology and the Future of the Academy*, NYU Press, 2011.
- Paulo Freire, *Pedagogy of the Oppressed*, orig. pub. 1970 (any edition). [Available as a pdf on course Group site]
- James Gee, *What Video Games Have to Teach Us About Learning and Literacy?*, Palgrave Macmillan, 2007.
- Franco Moretti, *Graphs, Maps, Trees: Abstract Models for Literary History*, Verso, 2007.

Books available by purchase or freely available online:

- Matthew Gold, ed., *Debates in the Digital Humanities*, Univ. of Minnesota Press, 2012. (available in an e-version at <http://dhdebates.gc.cuny.edu/>)
- Matthew Gold and Lauren Klein, eds., *Debates in the Digital Humanities*, Univ. of Minnesota Press, 2016. (available in an e-version at <http://dhdebates.gc.cuny.edu/>)
- Michael Mandiberg, ed., *The Social Media Reader*, NYU Press, 2012. (available on archive.org)

Optional Supplementary Texts/Films (to be used for the first paper only):

- Alex Rivera. *Sleep Dealer* (2008 film). Available for purchase or download on iTunes, Amazon, and Google Play.
- Cory Doctorow, *Little Brother*. Available in a variety of formats under a Creative Commons license from Gutenberg.org — <http://www.gutenberg.org/ebooks/30142>

Fall 2017 ITP Core 1 Preliminary Syllabus (This will probably change!**)**

Prologue: Dystopias/Utopias: Technology and Science Fiction

August 28: Dystopian Visions of Technology

Screen Ridley Scott's film, *Blade Runner* (1982) [Please view the 25th Anniversary "Final Cut" DVD version of the film (2007), which you can buy on Amazon or view on Netflix]

Phillip K. Dick, *Do Androids Dream of Electric Sheep?* (1968) [Available as a pdf on course Group site]

- Optional Supplementary Text: Alex Rivera's film, *Sleep Dealer* (2008)

Monday, September 4: No Class, Labor Day

Unit One: Historical Perspectives on Technology

September 11: Historical Materialist Theories of Technological Change and Transformation

Karl Marx, *Capital* (1867) [Vol. 1, Chapter 15, "Machinery and Modern Industry," Sections 1-6, 8-10]. Available online: <http://www.marxists.org/archive/marx/works/1867-c1/> or any print editions (there are many)

E.P. Thompson, "Time Work-Discipline and Industrial Capitalism" in *Past and Present* 38 (1967), 56-97. Available online at: <http://www.jstor.org/stable/649749>.

Wolfgang Schivelbusch, *The Railway Journey* (1977), Chs. 1 – 4 [Available as a pdf on course Group site]

Walter Benjamin "The Work of Art in the Age of Mechanical Reproduction" (1935) [available at <http://www.marxists.org/reference/subject/philosophy/works/ge/benjamin.htm>]

Supplementary/Essential Viewing: David Harvey's two-part online lecture on Ch. 15 in Marx's *Capital*, "Machinery and Large Scale Industry" at: <http://davidharvey.org/2008/08/marxs-capital-class-08/> and <http://davidharvey.org/2008/08/marxs-capital-class-09/>.

September 18: The History of the Internet

Guest: Jojo Karlin, *Digital Fellow*

Vannevar Bush, "As We May Think." *The Atlantic Monthly* (July 1945). Available online: <http://www.theatlantic.com/doc/194507/bush>

Roy Rosenzweig, "Wizards, Bureaucrats, Warriors and Hackers: Writing the History of the Internet" *American Historical Review* (December 1998) Available online: <http://www.jstor.org/stable/2649970>

Tim Berners-Lee, "Information Management: A Proposal." CERN (1989). Available online: <http://www.w3.org/History/1989/proposal.html>

Steve Jones, *The Emergence of the Digital Humanities*, (Routledge, 2013). "Introduction," pp. 1-17. [Available as a pdf on course Group site]

Optional Supplementary Text: Cory Doctorow, *Little Brother*, Ch. 1-12 (read it all, if you can).

September 25: Bodies in Cyberspace

Donna Haraway, "A Cyborg Manifesto: Science, Technology, and Socialist-Feminism in the Late Twentieth Century," in *Simians, Cyborgs and Women: The Reinvention of Nature*, Routledge, 1991, 149-81. [Available as a .pdf on course Group site.]

Katherine Hayles, *How We Became Posthuman* (1999), Prologue and Chapter 1 [Available as a .pdf on course Group site.]

Lisa Nakamura, "Race In/For Cyberspace: Identity Tourism and Racial Passing on the Internet" in *Works and Days*, Volume 13, Nos. 1 & 2, 181-193, 1995. [Available as a .pdf [Follow Site](#) [J](#) [Followed Sites](#)]

site.]

Nicholas Gane, "When We Have Never Been Human, What Is to Be Done?: Interview with Donna Haraway," *Theory, Culture & Society* (December 2006), 135-58. [Available as a .pdf on course Group site]

Suggested Reading:

Allucquere Rosanne Stone, "Will the real body please stand up?: boundary stories about virtual cultures," in *Cyberspace*, Michael Benedikt (Ed.), MIT Press, Cambridge, MA, USA, 1991, 81-118. Available online:

http://sodacity.net/system/files/Sandy_Stone_Will_the_Real_Body_Please_Stand_Up.pdf

Katherine Hayles, "Unfinished Work: From Cyborg to Cognisphere." *Theory, Culture & Society* 23.7-8 (2006), 159-66. [Available as a .pdf on course Group site]

Unit Two: Teaching, Learning, and the University

October 2: The Uses, Present and Future, of the University

Clark Kerr, *The Uses of the University*, 2001 edition. Ch . 1, 3. [Available as a .pdf on course Group site]

Introduction and Chapters 2 & 3 in Part I: The Political-Economic Context of Public Higher Education, in Michael Fabricant and Stephen Brier, *Austerity Blues: The Crisis in Public Higher Education*.

The Rise (and Fall) of MOOCs – *NY Times* editorial

(http://www.nytimes.com/2012/11/04/education/edlife/massive-open-online-courses-are-multiplying-at-a-rapid-pace.html?pagewanted=all&_r=1); Thomas Friedman Op-Ed (<http://www.nytimes.com/2013/01/27/opinion/sunday/friedman-revolution-hits-the-universities.html>); and David Brooks Op-Ed (<http://www.nytimes.com/2013/04/05/opinion/Brooks-The-Practical-University.html>).

Clayton Christensen, *The Innovative University*, 2011. Ch. 1, 13-14, 20, 23 [Available as a .pdf on course Group site]

Jill Lepore, "The Disruption Machine," in *The New Yorker* (<http://www.newyorker.com/magazine/2014/06/23/the-disruption-machine>)

Chapters 6, "Technology as a 'Magic Bullet' in an Era of Austerity" in Michael Fabricant and Stephen Brier, *Austerity Blues: The Crisis in Public Higher Education*.

October 9: No Class (CUNY is closed for Columbus Day holiday)

October 16: Teaching and Pedagogy: Experiential Learning

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John Dewey, *Experience and Education* (1938), Chapters 1, 5-8 [Available as a .pdf on course Group site]

Paolo Freire, *Pedagogy of the Oppressed*, Chapters 3 and 4

Randy Bass, "Engines of Inquiry: Teaching, Technology, and Learner-Centered Approaches to Culture and History." [Available as a .pdf on the course Group site]

The Visible Knowledge Project" Available at: <https://blogs.commonsgorgetown.edu/vkp/library/> [Browse various VKP projects]

Sam Weinberg, "Why Historical Thinking Matters" Flash slide show at: <http://historicalthinkingmatters.org/why/>

Steve Brier and Joshua Brown, "The September 11 Digital Archive. *Radical History Review*. Issue 111 (Fall 2011). [Available as a pdf on the course Group site]

Claire Potter, "Because it is Gone Now: Teaching the September 11 Digital Archive" *OAH Magazine of History* (2011), pp. 31-34. [Available as a pdf on the course Group site]

Recommended: Bring an assignment that you have given to students for workshopping

October 23: WAC/WID, Digital Pedagogy, and the CUNY Context

Guest: Luke Waltzer, Director, GC Teaching and Learning Center

Mina Shaughnessy, *Errors and Expectations*. [Available as a pdf on the course Group site]

Paolo Freire, *Pedagogy of the Oppressed*. Chapters 1 and 2

Stephen Brier, "Where's the Pedagogy? The Role of Teaching and Learning in the Digital Humanities" and Luke Waltzer, "Digital Humanities and the 'Ugly Stepchildren' of American Higher Education" in *Debates in the Digital Humanities*, "Teaching the Digital Humanities" section

International Network of WAC Programs (INWAC), "Statement of WAC Principles," February 2014.

Peter Elbow, "High Stakes and Low Stakes in Assigning and Responding to Writing," *New Directions for Teaching and Learning*, No. 69, Spring 1997. [Available as a pdf on the course Group site]

October 30: Gaming and Pedagogy

NRC Report: *How People Learn: Brain, Mind, Experience, and School: Expanded Edition* (2000), Chs. 1 & 2, 1-50; Ch. 7, 155-89; Ch. 10, 231-47. Available

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online: http://www.nap.edu/openbook.php?record_id=9853&page=1

James Gee, *What Video Games Have to Teach Us About Learning and Literacy?* (2003) Ch. 1 (Introduction), Ch. 2 (Is Playing Video Games a “Waste of Time?”), Ch. 3 (What Does It Mean to Be a Half Elf), Ch. 4 (Situated Meaning and Learning), Ch. 7 (The Social Mind), Conclusion

Kimon Keramidas “What Games Have to Teach Us About Teaching and Learning: Game Design as a Model for Course and Curricular Development.” *Currents in Electronic Literacy: 2010: Gaming Across the Curriculum*. (Available at: http://currents.dwrl.utexas.edu/2010/keramidas_what-games-have-to-teach-us-about-teaching-and-learning)

William Deresiewicz, “The Neoliberal Arts,” *Harpers*, Volume 331, 1984. [Available as a .pdf on course Group site]

Unit Three: Contemporary Spaces and Mediations

****Paper 1 due by midnight, November 6****

November 6: Textuality, Databases, and Data Mining

Guest presenter: Lisa Rhody, Deputy Director Digital Initiatives, GC

Jerome McGann, “The Rationale of Hypertext,” 1995. Available online at: <http://www2.iath.virginia.edu/public/jjm2f/rationale.html> (but probably best read in its Sutherland Electronic Text version, 1997, available as a .pdf on the Group site)

Lev Manovich, “The Database,” in *The Language of New Media*, 212-43. [Available as a .pdf on course Group site].

Ed Folsom, “Database as Genre: The Epic Transformation of Archives” *PMLA* 122, no. 5 (10), 2007, 1571-79. doi:10.1632/pmla.2007.122.5.1571.

Jonathan Freedman, N. Katherine Hayles, Jerome McGann, Meredith L. McGill, Peter Stallybrass, and Ed Folsom, “Responses to Ed Folsom’s ‘Database as Genre: The Epic Transformation of Archives,’” *PMLA* 122, no. 5 (10), 2007, 1580-1612. doi:10.1632/pmla.2007.122.5.1580.

Daniel J. Cohen, “From Babel to Knowledge: Data Mining Large Digital Collections.” *D-Lib Magazine* 12, 3 (March 2006). <http://www.dlib.org/dlib/march06/cohen/03cohen.html>.

November 13: Distant Reading and Data Visualization

Guest presenter: Micki Kaufman, GC

Franco Moretti, *Graphs, Maps, and Trees*, all

Lev Manovich, “What is Visualization” <http://manovich.net/index.php/projects> Follow Site ↗ Followed Sites

Lauren Klein, “The Image of Absence: Archival Silence, Data Visualization, and James Hemings”
American Literature 84 vol 4, 661-688

Stephen Few, “Data Visualization for Human Perception“

Mark Sample: “The Digital Humanities is not about building, it’s about sharing.“

Optional: Lauren Klein, “The Long Arc of Visual Display” (video) <https://www.youtube.com/watch?v=heUI6QmSdzc>

Visualization projects: check out

- “History Flow” – <http://www.bewitched.com/historyflow.html>
- Todd Presner, et al., *Hypercities: Thick Mapping in the Digital Humanities* (book) and website:
<http://www.hypercities.com/>
- Ben Fry, “On the Origin of Species: The Preservation of Favoured Traces”
<http://benfry.com/traces/>
- The Visual Complexity website – <http://www.visualcomplexity.com/vc/>

November 20: Open Source and Peer Production and Their Impact on the Intellectual Property and Copyright Regime

Yochai Benkler, *The Wealth of Networks* (2006), Chapter 1. Introduction 1-28; Part One. The Networked Information Economy, 29-90; Chapter 8, “Cultural Freedom: A Culture Both Plastic and Critical,” 273-300; Chapter 10, “Social Ties: Networking Together,” 356-77.

Lawrence Lessig, *REMIX: How Creativity is Being Strangled by the Law in The Social Media Reader*.

Lewis Hyde, *Common As Air: Revolution, Art and Ownership* (Farrar, Straus, Giroux, 2010), 23-38.
[Available on course Group site]

Fred Benenson, “On the Fungibility and Necessity of Cultural Freedom”; and Michael Mandiberg, “Giving Things Away is Hard Work: Three Creative Commons Case Studies” in Mandiberg, *The Social Media Reader*, Part V: Law.

Adeline Koh, “Imagined Communities, Social Media, and the Faculty,” *Academe* May-June 2016.
<https://www.aaup.org/article/imagined-communities-social-media-and-faculty#.V0cHOOc5mR4>

The Free Software Definition at <http://www.gnu.org/philosophy/free-sw.html>

Peer Production License at http://wiki.p2pfoundation.net/Peer_Production_License

Suggested:

Siva Vaidhyanathan and Tim O'Reilly selections from Part I: Mechanisms in Mandiberg, ed., *The Social Media Reader*, 24-52.

Adam Hyde, et. al., "What Is Collaboration Anyway?" in Mandiberg, ed., *The Social Media Reader*, 53-67.

Wikipedia Group Assignment: t/k

November 27: The Pedagogical Possibilities of ePortfolios

Guest presenter: Joe Ugoretz, Senior Associate Dean for Teaching and Learning, Macaulay Honors College, CUNY

Selections from:

Bret Eynon and Laura Gambino, *High-Impact ePortfolio Practice: A Catalyst for Student, Faculty, and Institutional Learning*, 2017.

Anne Donlon, Amanda Licastro, and Dominique Zino (eds.), *Challenging the Boundaries of ePortfolio Scholarship*, JITP, Issue 10, <https://jitp.commons.gc.cuny.edu/table-of-contents-issue-ten/>

Macaulay ePortfolio gateway <http://macaulay.cuny.edu/eportfolios>

Tracy Penny Light, Helen Chen and John Ittelson, *Documenting Learning with Eportfolios*, Jossey-Bass, 2011

Wikipedia Group Assignment due

Unit Four: Current Political Economies of Technology

December 4: The Digital Humanities and the Future of Academic Inquiry and Publishing

Guest: Matt Gold, Prof. of Digital Humanities, PhD Program in English, GC

Kathleen Fitzpatrick, *Planned Obsolescence*, Ch. 1 ("Peer Review"), Ch. 2 ("Authorship"), Ch. 3 ("Texts"), Ch. 5 ("The University"), & Conclusion.

James Richardson, "Establishing and New Paradigm: The Call to Reform the Tenure and Promotion Standards for Digital Media Faculty," *JITP* Issue #3. <https://jitp.commons.gc.cuny.edu/establishing-a-new-paradigm-the-call-to-reform-the-tenure-and-promotion-standards-for-digital-media-faculty/> and "Behind the Seams" feature with James Richardson in the same issue: <https://jitp.commons.gc.cuny.edu/behind-the-seams-2/>

Debates in the Digital Humanities, M.K. Gold, ed., Part 1 "Defining the Digital Humanities" (all); Part IV: "Practicing the Digital Humanities" (all); Part VI: Kirschenbaum, "As/!:" [Follow Site](#) [Followed Sites](#)

Steve Jones, *The Emergence of the Digital Humanities*, Intro. & Ch. 1. [Available on course Group site]

Stephen Brier, "Confessions of a Premature Digital Humanist," *Journal of Interactive Technology and Pedagogy*, Issue 11 (Spring 2017), <https://jitp.commons.gc.cuny.edu/confessions-of-a-premature-digital-humanist/>.

Stephen Ramsay, "Who's In, Who's Out" (<http://stephenramsay.us/text/2011/01/08/whos-in-and-whos-out/>) & "On Building" (<http://stephenramsay.us/text/2011/01/11/on-building/>)

Tom Scheinfeldt – "Toward a Third Way: Rethinking Academic Employment" – <http://mediacommons.futureofthebook.org/alt-ac/pieces/toward-third-way-rethinking-academic-employment>

Julia Flanders, "Time, Labor, and 'Alternate Careers' in Digital Humanities Knowledge Work," in *Debates in the Digital Humanities*, 292-308.

December 11: The Dystopian Now: Digital Labor, Fake News, Troll Armies, and Algorithmic Power

Maurizio Lazzarato, "Immaterial Labor," in *Radical Thought in Italy: A Potential Politics*, Paolo Virno and Michael Hardt eds, University of Minnesota Press, 1996, <http://www.generation-online.org/c/fcimmateriallabour3.htm>

Tiziana Terranova, "Free Labor: Producing Culture for the Digital Economy," *Social Text*, 63 (Volume 18, Number 2), Summer 2000, pp. 33-58 (Article)
<http://web.mit.edu/schock/www/docs/18.2terranova.pdf>

Trebor Scholz, ed, *Digital Labor: The Internet as Playground and Factory*, Routledge, 2013. Read: Intro. Suggested: Ch 1, Andrew Ross, "In Search of the Lost Paycheck." [Available as a pdf on course Group site]

Aaron Smith and Janna Anderson, "AI, Robotics, and the Future of Jobs," Pew Center, August 6, 2014, <http://www.pewinternet.org/2014/08/06/future-of-jobs/> (skim read for the analysis, skip all the raw data)

Sebastian Olma, "Never Mind the Sharing Economy: Here's Platform Capitalism," Institute of Network Cultures blog, October 16, 2014,
<http://networkcultures.org/mycreativity/2014/10/16/never-mind-the-sharing-economy-heres-platform-capitalism/>

Hannes Grassegger & Mikael Krogerus, "The Data That Turned the World Upside Down," *Vice*, Jan 28 2017, https://motherboard.vice.com/en_us/article/mg9vvn/how-our-likes-helped-trump-win

AJ Vicens, "Twitter Has a Serious Problem" *Mother Jones*, APR. 14, 2017,
<http://www.motherjones.com/politics/2017/04/what-twitter-going-do-about-dis>

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campaigns/

Twitter Audit: <https://www.twitteraudit.com/realdonaldtrump>

Suggested:

Simon Adler, "Breaking News," Radiolab, July 27, 2017, 49 minutes,
<http://www.radiolab.org/story/breaking-news/>

Samanth Subramanian, "Inside the Macedonian Fake-News Complex," Wired, 2.15.17,
<https://www.wired.com/2017/02/veles-macedonia-fake-news/>

Rachel Roberts, "Russia hired 1,000 people to create anti-Clinton 'fake news' in key US states during election," Independent, 30 March 2017,
<http://www.independent.co.uk/news/world/americas/us-politics/russian-trolls-hilary-clinton-fake-news-election-democrat-mark-warner-intelligence-committee-a7657641.html>

Joe Mande, "How I Learned to Game Twitter," The New Yorker, November 28, 2016,
<http://www.newyorker.com/magazine/2016/11/28/how-i-learned-to-game-twitter>

Jane Lytvynenko, "No, Donald Trump Did Not Gain Five Million New Twitter Followers In Three Days," BuzzFeed, May 30, 2017, <https://www.buzzfeed.com/janelytvynenko/no-donald-trump-did-not-gain-five-million-new-twitter>

Nader Vossoughian, "Workers of the World, Conform!," Triple Canopy, 2017,
<https://www.canopycanopycanopy.com/issues/22/contents/workers-of-the-world-conform>

Sam Bright, "After Trump, 'big data' firm Cambridge Analytica is now working in Kenya," BBC, 3 August 2017, <http://www.bbc.com/news/blogs-trending-40792078>

TBD: Final Paper Due via email

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