

**Core 2: Interactive Technology and the University: Theory, Design, and Practice  
ITCP 70020  
Spring 2010  
CUNY Graduate Center  
Wednesday, 6:30pm - 8:30pm  
Room 4419**

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**Course Website:** <http://core2.commonsgc.cuny.edu/>

**Course Hashtag:** #core2sp10

**Course Description:**

This second core course in the [ITP certificate program](#) introduces students to IT in the classroom, focusing on pedagogy and technological innovation. The class combines historical and theoretical readings with hands-on introductions to instructional technology. We will consider recent trends in digital media such as open content, social networking, cloud computing, text mining, data visualization, content mashing, and mobile computing. Topics of discussion will include modes of learning within and outside of the classroom, divergent models of online course spaces and their implications for teaching and learning, the evolving nature of intellectual property in remix culture, privacy and security in the data cloud, geo-location and map-based tools, and the materiality of digital platforms, among other topics. The course employs an interdisciplinary approach to the application of digital media to classroom teaching and scholarly research and presentation.

**Requirements:**

Weekly discussion on blogs, discussion board, and twitter

Wiki Assignment

Zotero Bibliography Assignment

Assignment Assignment

Midterm Project

Final Project

Class Presentation

Regular participation in class discussions across the range of our online course spaces is essential. Some of our assignments, such as the Zotero Bibliography Assignment, will offer you the opportunity to work collaboratively as part of a group or as individuals; other assignments, such as the Wiki Assignment, will involve working collaboratively with our class as a whole to produce a shared resource. The “Assignment Assignment” project will ask you to create and annotate an assignment for a course in your discipline that utilizes some of the tools and concepts explored in this course. Our midterm and final projects will ask you to begin to sketch out your ideas for your ITP Independent study. The final project must incorporate multimedia elements and must be presented online. Additional details on all of these assignments will be shared later in the semester.

There will also be an emphasis throughout the course on online participation through various projects and weekly online discussions that will contribute to your final grade.

Before the semester starts, all students should register for accounts on the following social media sites: [Twitter](#), [YouTube](#), [Flickr](#), [Delicious](#), [Zotero](#), [Google Wave](#) (if you need an invite, please let Matt know). Additionally, students who do not yet have [Google accounts](#) should create one.

Remember that when you register for social-networking accounts, you do not have to use your full name or even your real name. One benefit of writing publicly under your real name is that you can begin to establish a public academic identity and to network with others in your field. However, keep in mind that search engines have extended the life of online work; if you are not sure that you want your work for this course to be part of your permanently searchable identity trail on the web, you should strongly consider creating an alias. Whether you engage social media under your real name or whether you construct a new online identity, please consider the ways in which social media can affect your career in [both positive and negative ways](#).

Books to Purchase:

*Note: We encourage you to purchase books via [the link to Amazon on the GC website](#) or by [following this link](#), which nets a 5 percent contribution to the Mina Rees Library for book and electronic resource purchases for the benefit of all GC students. Also, many books that we will read this semester are available in the form of free PDFs on the web, but you may wish to buy print versions.*

Moretti, Franco. *Graphs, Maps, Trees: Abstract Models for a Literary History*. London: Verso, 2005.

Books freely available online or through course reserves that you may nevertheless wish to buy:

Benkler, *The Wealth of Networks*

Kelty, *Two Bits*

Kirshenbaum, *Mechanisms*

Lessig, *Free Culture and Remix*

Course Schedule:

2/3 Course Introduction

2/10 How People Learn

2/17 Learning Spaces

2/24 Networked Knowledge

3/3 Copyright and Intellectual Property

3/10 Social Networks: Friendship, Intimacy, Privacy, Security

3/17 Mashups: Creativity and Engagement // Mashups, Memes, and HOWTOs: New Forms of Online Video Event

- 3/24 Data Mining, Text Encoding, and Distant Reading
- 3/31 Spring Recess - No Class
- 4/7 Up in the Air? Cloud Computing, Data Storage, and the Materiality of Information
- 4/14 Open Source
- 4/21 Future of the Digital University Conference
- 4/28 Visualization (Josh Brown, Guest)
- 5/5 Geo-Location and GIS (Steve Romalewski, Guest)
- 5/12 Augmented Reality (Jesse Merandy, Guest)
- 5/19 Student Presentations

### **February 3: Introductory Materials**

Friedlander, Amy. "Asking Questions and Building a Research Agenda for Digital Scholarship." *Working Together or Apart: Promoting the Next Generation of Digital Scholarship*. Ed. Council on Library and Information Resources and The National Endowment for the Humanities, 2009. 1-16.

<http://www.clir.org/pubs/reports/pub145/pub145.pdf>

Johnson, L., Levine, A., Smith, R., & Stone, S. (2010). (2009). *The 2010 Horizon Report*. Austin, Texas: The New Media Consortium. <http://www.nmc.org/publications/2010-horizon-report>

### **February 10: How People Learn**

Bransford, John D., Brown, Ann L. and Cocking, Rodney R., Eds. Committee on Developments in the Science of Learning, National Research Council. *How People Learn: Brain, Mind, Experience, and School*. Washington, D.C.: National Academies Press, 1999. [http://www.nap.edu/openbook.php?record\\_id=9853&page=R1](http://www.nap.edu/openbook.php?record_id=9853&page=R1)

Weinberg, Sam, *Historical Thinking and Other Unnatural Acts: Charting the Future of Teaching the Past*, (Temple Univ. Press, 2001), Part I, Why Study History, pp. 3-60, will be available by photocopy.

### **February 17: Learning Spaces**

Lane, Lisa M. "Insidious pedagogy: How course management systems affect teaching." *First Monday*, Volume 14, Number 10 - 5 October 2009.

<http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/2530/2303>

Mott, Jon and Wiley, David. "Open for Learning: The CMS and the Open Learning Network." *in education*, 15:2 - December 2009. <http://ineducation.ca/article/open-learning-cms-and-open-learning-network>

Parry, David. "The Technology of Reading and Writing in the Digital Space: Why RSS is crucial for a Blogging Classroom." *Blogs for Learning* 1 Oct 2006.

<http://blogsforlearning.msu.edu/articles/view.php?id=6>

Davidson, Cathy. "How To Crowdfund Grading." *Cat in the Stack* 26 Jul 2009.

<http://www.hastac.org/blogs/cathy-davidson/how-crowdfund-grading>

Jones, John et al. "Grading 2.0: Evaluation in the Digital Age." *HASTAC* 15 Nov 2009.

<http://www.hastac.org/forums/hastac-scholars-discussions/grading-20-evaluation-digital-age>

Spaces to Explore: Blackboard, Moodle, Sakai, Looking for Whitman

<http://www.lookingforwhitman.org>, CUNY Academic Commons

(<http://commons.gc.cuny.edu>), UMW Blogs (<http://umwblogs.org/>), Blogs@Baruch

(<http://blsciblogs.baruch.cuny.edu/>)

### **February 24: Networked Knowledge**

Benkler, Yochai. *The wealth of networks : how social production transforms markets and freedom*. New Haven [Conn.]: Yale University Press, 2006.

[http://cyber.law.harvard.edu/wealth\\_of\\_networks/Main\\_Page\\_-\\_Selected\\_Chapters](http://cyber.law.harvard.edu/wealth_of_networks/Main_Page_-_Selected_Chapters)

### **March 3: Copyright and Intellectual Property**

Lessig, Lawrence. *Free culture : how big media uses technology and the law to lock down culture and control creativity*. New York: Penguin Press, 2004. Selected chapters

<http://www.free-culture.cc/>

### **March 10: Social Networks: Friendship, Intimacy, Privacy, Security**

Thompson, Clive. "Brave New World of Digital Intimacy." *The New York Times* 5 Sep

2008. <http://www.nytimes.com/2008/09/07/magazine/07awareness-t.html>

Ito, et al. *Hanging Out, Messing Around, Geeking Out: Living and Learning with New Media*. Chicago: McArthur Foundation, 2008. (selections)

[http://mitpress.mit.edu/books/full\\_pdfs/Hanging\\_Out.pdf](http://mitpress.mit.edu/books/full_pdfs/Hanging_Out.pdf)

Jernigan, Carter and Mistree, Behram F.T.. "Gaydar: Facebook friendships expose sexual orientation." *First Monday*, Volume 14, Number 10 - 5 October 2009.

<http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/viewArticle/2611/2302>

boyd, danah, "Friends, Friendsters, and Fop 8: Writing community into being on social network sites." *First Monday*, Volume 11, Number 12 — 4 December 2006.  
<http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/viewArticle/1418/1336>

boyd, danah, "Social Network Sites: Public, Private, or What?" *The Knowledge Tree*, no. 13 (2007), [http://kt.flexiblelearning.net.au/tkt2007/?page\\_id=28](http://kt.flexiblelearning.net.au/tkt2007/?page_id=28)

### **March 17: Mashups: Creativity and Engagement // Mashups, Memes, and HOWTOs: New Forms of Online Video Event**

On this evening, we will hold class from 6:30-7:30 and then head down to a special roundtable discussion on new forms of online video. (more info TBA)

Lessig, Lawrence. *Remix: making art and commerce thrive in the hybrid economy*. New York: Penguin Press, 2008. <http://www.bloomsburyacademic.com/remix.htm>

Heffernan, Virginia. "The Hitler Meme"  
<http://themedium.blogs.nytimes.com/2008/10/24/in-this-weeks-magazine-the-hitler-meme/> and

"Downfall" videos on YouTube <http://is.gd/5CnS4> . Further reference: "Downfall/Hitler Meme" <http://knowyourmeme.com/memes/downfall-hitler-meme>

Leavitt, Alex, "Memes as Mechanisms: How Digital Subculture Informs the Real World." *Convergence Culture Consortium Blog*. 2 February 2010. .  
[http://www.convergenceculture.org/weblog/2010/02/memes\\_as\\_mechanisms\\_how\\_digital.php](http://www.convergenceculture.org/weblog/2010/02/memes_as_mechanisms_how_digital.php)

Assignment to Explore: "[Memes and Remixes/Mash An Argument](#)" by Bill Wolff

### **March 24: Data Mining, Text Encoding, and Distant Reading**

Moretti, Franco. *Graphs, maps, trees : abstract models for a literary history*. London & New York: Verso, 2005.

Manovich, Lev. "The Database," in *The language of new media*. Cambridge Mass.: MIT Press, 2002. (PDF)

Digging into Data Challenge (explore competition and winning proposals)  
<http://www.diggingintodata.org/>

### **March 31: Spring Recess**

### **April 7: Up in the Air? Cloud Computing, Data Storage, and the Materiality of Information**

Kirschenbaum, Matthew. *Mechanisms : new media and the forensic imagination*. Cambridge Mass.: MIT Press, 2008. (selections)

Zittrain, Jonathan. "Lost in the Cloud"

<http://www.nytimes.com/2009/07/20/opinion/20zittrain.html>

Golden, Bernard . "Clueless on the Charles: Zittrain's Cloud Missive Got it Wrong"

[http://www.cio.com/article/498550/Clueless\\_on\\_the\\_Charles\\_Zittrain\\_s\\_Cloud\\_Missive\\_Got\\_it\\_Wrong](http://www.cio.com/article/498550/Clueless_on_the_Charles_Zittrain_s_Cloud_Missive_Got_it_Wrong)

Talbot, David . "Security in the Ether" <http://www.technologyreview.com/web/24166/>

Jaeger, Paul T. et al, "Where is the cloud? Geography, economics, environment, and jurisdiction in cloud computing." *First Monday*, Volume 14, Number 5 - 4 May 2009.

<http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/viewArticle/2456/2171>

### **April 14: Open Source**

Kelty, Christopher. *Two bits : the cultural significance of free software*. Durham: Duke University Press, 2008. (selections) <http://twobits.net/read/>

Zittrain, Jonathan. *The future of the Internet and how to stop it*. New Haven [Conn.]: Yale University Press, 2008. (selections - PDF to be provided)

### **April 21: The Future of the Digital University Conference**

A group of CUNY faculty members, researchers and doctoral students affiliated with the Graduate Center, CUNY's Digital Media Studies Group, in collaboration with Center for the Humanities and the New Media Lab, has organized an all-day conference on Wednesday, April 21, 2010, at the CUNY Graduate Center in midtown Manhattan. Bringing together an invited group of media practitioners, academic publishers, digital content developers and academics, the conference is designed to assess the impact of digital media on academic work and academic policy and authority. The conference is built around a series of workshops, roundtable discussions and panels, spread across the day, at which conference participants will discuss and debate a broad range of issues related to the main conference themes, including: the impact of digital technology on academic instruction and research; the transformative impact of digital media on traditional forms of publishing, including academic monographs, textbooks, and academic journals; tenure and promotion in an era of digital scholarship; and collaborative research relationships within and across academic institutions and national boundaries. Demonstrations of diverse digital media projects, developed by faculty and doctoral students, will be offered throughout the day.

The conference will culminate in the evening with a public keynote address by cultural historian and media scholar Siva Vaidhyanathan, associate professor of media studies and law at the University of Virginia. Prof. Vaidhyanathan is the author of *Copyrights and Copywrongs: The Rise of Intellectual Property and How it Threatens Creativity* (2001) and *The Anarchist in the Library: How the Clash between Freedom and Control is Hacking the Real World and Crashing the System* (2004). We anticipate streaming the conference panels and keynote on the Internet, both to preserve a record of the proceedings and also to make them accessible to those who are unable to attend in person.

The conference is designed to launch a dialogue about the radical changes made possible by digital media as they fundamentally reshape academic practice at all levels. We hope to explore multiple approaches to these major issues, mixing together academic skeptics and enthusiasts, media visionaries and naysayers, scholars from the industrialized North and the developing South, as well as digital and traditional publishers and content developers and providers.

### **Pre-Conference Readings on New Publishing Models (Digital Books, Electronic Texts, and more)**

Fitzpatrick, Kathleen. *Planned Obsolescence: Publishing, Technology, and the Future of the Academy* (NYU Press, Forthcoming). Available in draft form:

<http://mediacommons.futureofthebook.org/mcpres/plannedobsolescence/>

Cohen, Dan "Introducing Digital Humanities Now."

<http://www.dancohen.org/2009/11/18/introducing-digital-humanities-now/>

Rosenzweig, Roy, Brown, Josh, and Brier, Steve. *Who Built America? From the Great War of 1914 to the Dawn of the Atomic Age in 1946* (CD-ROM, Worth Publishers, 2001), copies will be made available and can be borrowed or can be purchased from the American Social History Project/ Center for Media and Learning website:

<http://ashp.cuny.edu/who-america/wba-cdrom/>

Sites to Explore: *History Matters* website <http://historymatters.gmu.edu>, where much of the primary source material on the CD-ROM is also available online.

### **April 28: Visualization**

Guest Speaker: Josh Brown, CUNY GC New Media Lab

Stone, Maureen. "Information Visualization: Challenge for the Humanities." *Working Together or Apart: Promoting the Next Generation of Digital Scholarship*. Ed. Council on Library and Information Resources and The National Endowment for the Humanities. 43-56. Web. 5 Jan 2010. (Available online:

<http://www.clir.org/pubs/reports/pub145/pub145.pdf>

Jessop, M. Digital visualization as a scholarly activity. *Literary and Linguistic Computing* v. 23 no. 3 (September 2008) p. 281-93 [PDF on course website]

Additional Readings TBA by Josh.

Sites to Explore: Envisioning Development (<http://envisioningdevelopment.net/map>), On the Origin of Species: The Preservation of Favoured Traces (<http://benfry.com/traces/>), Visual Complexity (<http://www.visualcomplexity.com/vc/>), Wordle (<http://www.wordle.net/>), Prezi (<http://prezi.com/>), Many Eyes (<http://manyeyes.alphaworks.ibm.com/manyeyes/>), Lost Museum website (<http://www.lostmuseum.cuny.edu/home.html>), Picturing U.S. History (<http://picturinghistory.gc.cuny.edu/>)

### **May 5: Geo-Location and GIS**

Guest Speaker: Steve Romalewski, CUNY Mapping Service, GC Center for Urban Research

Jessop, M. The Inhibition of Geographical Information in Digital Humanities Scholarship. *Literary and Linguistic Computing* v. 23 no. 1 (April 2008) p. 39-50. [PDF on course website]

Buckland, et al. "Access to Heritage Resources Using What, Where, When, and Who." 2007. <http://www.archimuse.com/mw2007/papers/buckland/buckland.html>

Sites to Explore: Institute for Enabling Geospatial Scholarship (<http://www2.lib.virginia.edu/scholarslab/geospatial/index.html>), Hypercities (<http://hypercities.com/>), ArcGIS 9.4: Visualizing Time in GIS (<http://www.esri.com/news/arcnews/winter0910articles/visualizing-time.html>), and CUNY Mapping Service sites

### **May 12: Augmented Reality**

Greenfield, Adam, and Mark Shepard. Urban Computing and its Discontents. 2007. (PDF online: <http://www.situatedtechnologies.net/?q=node/77> )

Hill, Dan. "The Street as Platform." *City of Sound* 11 Feb 2008. (<http://www.cityofsound.com/blog/2008/02/the-street-as-p.html>)

+ Additional Readings TBA

### **May 19: Student Presentations**