

Week 1: Introduction	8/18 (#1) Introductions <i>Read</i> Williams, “Culture” in <i>Keywords</i> (1976), 87-93 Striphas, “Culture” in <i>Digital Keywords</i> (2016), 70-79	8/20 (#2) Culture <i>Read</i> Williams, “Culture” in <i>Keywords</i> (1976), 87-93 Striphas, “Culture” in <i>Digital Keywords</i> (2016), 70-79	8/24 RN #1
Week 2: Digital/Analog	8/25 (#3) Digital vs. Analog <i>Read</i> B. Peters, “Digital” in <i>Digital Keywords</i> (2016), 93-105 Sterne, “Analog” in <i>Digital Keywords</i> (2016), 31-42	8/27 (#4) Digital and Analog as Forms of Representation <i>Read</i> Galloway, “The Golden Age of Analog,” (2022) 211-232	8/31 RN #2 (due Tuesday 9/2) Sign-up for your keyword.
Week 3: Video Essay	9/1 Labor Day (No Class)	9/3 (#5) Workshop: Intro to Video Editing <i>Read</i> Mittell, “ Videographic Criticism as a Digital Humanities Method ” in <i>Debates in the Digital Humanities</i> (2019), 224–42 <i>Watch</i> Hodge, “ Touch ” (2018), 19:50	9/7 RN #3
Week 4: Infrastructure	9/8 (#6) The Stack <i>Read</i> Bratton, “Introduction” in <i>The Stack</i> (2016), 3-17	9/10 (#7) Nvidia: Computer as Data Center <i>Watch</i> CNBC, “ How Nvidia Grew From Gaming To A.I. Giant ,”	9/14 RN #4

	<p><i>Watch</i></p> <p>Bratton, “The Stack We Have and The Stack to Come” (2016), 30:50</p>	<p>Now Powering ChatGPT” (2023), 17:53</p> <p>Huang, “Keynote at COMPUTEX 2025,” 0:00-19:00</p>	
Week 5: Automation	<p>9/15 (#8) What is Lost?</p> <p><i>Read</i></p> <p>Lepore, “The Disruption Machine” (2014)</p> <p>Stiegler TBD</p> <p>Chow, “ChatGPT May Be Eroding Critical Thinking Skills, According to a New MIT Study” <i>TIME</i> (2025)</p>	<p>9/17 (#9) The Pleasures of Delegation</p> <p><i>Play</i></p> <p>Lantz, Universal Paper Clips (2017)</p>	9/21 RN #5
Week 6: Simulation	<p>9/22 (#10) Analog Simulation</p> <p><i>Read</i></p> <p>Krapp, “Simulation as Cultural Technique” in <i>Computing Legacies</i> (2024), 17-46</p> <p><i>Watch</i></p> <p>Fielder, “The Fielder Method,” S1E4 <i>The Rehearsal</i> (2022), 32:00</p>	<p>9/25 (#11) Digital Simulation</p> <p><i>Play</i> (in class)</p> <p>Wright, <i>SimCity</i> or <i>Microsoft Flight Simulator</i> or similar (clarify version availability with the basement)</p>	9/28 RN #6 Project Proposal and Annotated Bibliography Due
Week 7: GenAI	<p>9/29 (#12) AI Images</p> <p><i>Read</i></p>	<p>10/1 (#13) AI Art: Ian Cheng</p> <p><i>Watch</i></p> <p>Cheng, Life After BOB (2023), 50:15</p>	10/5 RN #7

	<p>Bajohr, “Operative Ekphrasis” (2023), 77-90.</p> <p><i>Play with</i></p> <p>An AI image generation platform of choice (e.g., Midjourney, DALL·E, Stable Diffusion)</p> <p>Bring one image you generated, and be prepared to describe both your prompt and the result.</p>		
Week 8: Interface	<p>10/6 (#14) Interface as Zone of Interaction</p> <p><i>Read</i></p> <p>Galloway, “Preface” and “Introduction: The Computer as a Mode of Mediation” in <i>Interface Effect</i> (2012), vii- 24.</p> <p>Gray et al. “The Dark (Patterns) Side of UX Design” (2018), 1-14.</p>	<p>10/8 (#15) Bad UI?</p> <p><i>Task</i></p> <p>Browse deceptive.design and choose one example from the “hall of shame,” or your own life, to bring to class, making sure to note which “type” it is.</p> <p><i>Play (in class)</i></p> <p>Bagaar, User Inyerface (2019)</p> <p>Foddy, QWOP (2008)</p>	<p>10/12 RN #8</p>
Week 9: Virtual Reality	<p>10/13 (#16) Immersion</p> <p><i>Task</i></p> <p>Put your head underwater.</p> <p><i>Read</i></p> <p>Grau, “Introduction” in <i>Virtual Art</i> (2003), 2-18</p>	<p>10/15 (#17) VR</p> <p><i>Play (in class)</i></p> <p>VR title TBD (Ideally <i>Job Simulator</i> (2016)).</p>	<p>10/19 RN #9</p>

	Belisle, "Immersion" in <i>Debugging Game History</i> (2014)		
Week 10: Surveillance	10/20 (#18) Surveillance From Slavery to Social Media <i>Read</i> Browne, "Introduction, And Other Dark Matters" in <i>Dark Matters</i> (2015), 1-29	10/22 (#19) <i>Octodad: On Passing as Human</i> <i>Play (in class)</i> <i>Octodad: Daliest Catch</i> (2014)	10/26 RN #10 Video Essay Script Due