UNIVERSITÀ DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Laboratory 7 - Digital Media Research

1920-3-E4001N107

Learning objectives

The course aims to provide an overview on contemporary media dynamics.

In the first part of the course we will analyse the profound changes in the media industry in the new century, trying to highlight the technological and digital innovations that have transformed this sector.

In the second part we will focus on the political, cultural and institutional changes that the aforementioned transformations have produced, focusing particularly on the social movements that could not have existed without these changes.

Contents

Sociology of technology, Digital and political communication, Videogames and Vr, Wikipedia and Social media

Detailed program

Sociology of technology

Political correctness and internet

Working with digital technologies

Sociology of videogames

Vr Technology

Meme and Alt-right

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Lesson 8 Final exam and presntations

Prerequisites

Teaching methods

Powerpoint presentations

Assessment methods

Final written exam

Textbooks and Reading Materials

Nagle, A. (2018) Contro la vostra realtà. Come l'estremismo del web è diventato mainstream, Luiss press.

Lolli, A. (2017) La guerra dei meme, Effequ, Orbetello

Gambetta, D. (2018) Datacrazia. Politica, cultura algoritmica e conflitti ai tempi dei big data, D Editore, Milano.