UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

SYLLABUS DEL CORSO

Psychology of Digital Communication: Interactive and Immersive Media

2425-Bbetween-AME-02

Module description

The owner of this Badge has acquired skills and knowledge regarding the main theoretical models, concepts and applications of human communication, with a focus on their application in contemporary media contexts, including video games and virtual reality. The skills and knowledge were acquired by participating in the course entitled 'Psychology of Digital Communication: Interactive and Immersive Media'.

Learning goals

- Understand the main theoretical models of human communication.
- Explore the impact of digital and interactive communication on contemporary society.
- Critically analyze the use of digital and interactive media, including video games and virtual reality, from a psychological perspective.
- Develop critical and analytical thinking skills in the analysis of contemporary communication phenomena.

General goal

- Provide students with a thorough understanding of the main theoretical models of human communication and their applications in contemporary media.
- Explore the psychological impact of digital and interactive media, such as video games and virtual reality, on the behavior and perceptions of individuals.
- Develop practical skills in the critical evaluation of media messages and analysis of communication strategies used in digital contexts.

Specific skills and competences

The module aims to prepare students on theoretical models of communication, as well as to develop practical skills in critical evaluation of media messages and analysis of digital communication strategies.

Sustainable Development Goals of the 2030 UN Agenda

Goal 4: Equitable and quality education
Goal 16: Promote peaceful and inclusive societies geared toward sustainable development, ensure access to justice for all, and build effective, accountable and inclusive institutions at all levels

Breakdown of meetings

The course, organized by the University of Milan-Bicocca, Department of Human Sciences for Education “Riccardo Massa,” includes lectures and workshops concerning the main theoretical models, concepts and applications of human communication, with a focus on their application in contemporary media contexts, including video games and virtual reality. Through readings, discussions and hands-on activities, students will gain an in-depth understanding of the psychological theories that guide communication and explore how these theories translate to digital and interactive media.
The module is structured in 5 meetings: introductory lecture + 4 meetings. The classes will be held in person.

It is mandatory to attend in attendance at least 75% of the course hours.
The module is equivalent to 2 CFUs.

During the course, materials will be provided to support the lectures and activities proposed by the lecturer.
These materials will include open-access scholarly articles, reading recommendations on selected book chapters, and other selected content useful for further study.

Number of participants

The course is open to students enrolled in master's degree programs at the University of Milano-Bicocca and incoming students.
The maximum number of participants allowed is unlimited.

Language used in meetings

English

Delivery period of the module

April 4th 14.30-16.30 U6 Aula Polivalente (4160)
April 7th 15.30-18.30 U6 Aula 4057
April 11th, 15.30-18.30 U6 Aula 4057
April 14th 15.30-19.30 U6 Aula 4057
April 15th 17.30-19.30 U6 Aula Talche' (4285)

Methods of assessing the outcomes of the learning process

Each participant will identify a topic of interest to investigate critically from what has been discussed and tested and with the support of books and scientific articles shared by the lecturer. The paper (maximum 5,000 characters) will be produced in text form and will be sent to the lecturer at the end of the course.

- B-between students will not earn a grade in thirtieths.
- All other students will be required to earn a grade in thirtieths.

Department of affiliation of the teacher

Department of Human Sciences for Education “Riccardo Massa”

Sustainable Development Goals

QUALITY EDUCATION | REDUCED INEQUALITIES