

DIKULT103: Digital Genres: Digital Art, Electronic Literature, and Computer Games

Digital Culture, University of Bergen

Please check DIKULT103's site on <http://miside.uib.no> regularly for updated information.

This is a 15 ECTS course that can be taken as part of a BA in Digital Culture or as a free subject in other degrees. It is appropriate for first or second year students, and is intended to stand alone or to be followed by DIKULT203: Electronic Literature and after that, at the MA level, DIKULT303: Digital Media Aesthetics. The course is taught in English.

Lecturers

Jill Walker Rettberg, Associate Professor, Digital Culture, UiB

(coordinator - contact at jill.walker.rettberg@uib.no or visit office 345)

Patricia Tomaszek, PhD Fellow, Digital Culture, UiB

(Patricia.Tomaszek@iie.uib.no or visit office 365)

Fulbright scholar Mark Marino, Associate Professor of English, University of Southern California

Fulbright scholar Rita Raley, Associate Professor of English, University of California at Santa Barbara

Schedule

Week	Dates	Mon 12:15-14:00 (Aud E)	Thurs 10:15-12:00 (Aud B)
3	Jan 17-21	<i>No class</i>	Intro (JWR)
4	Jan 24-28	Visit Press Play exhibition (max 30 students: time for the second group to be announced)	Theories of digital genres (JWR/PT)
5	Jan 31-Feb 4	Electronic Literature (PT)	Electronic Literature (PT)
6	Feb 7-11	Electronic Literature (PT)	Electronic Literature (PT)
7	Feb 14-18	Electronic Literature (PT)	Electronic Literature (PT) Guest: Talan Memmott
8	Feb 21-25	Citation Technique - in the library. Half the class only.	Citation Technique - in the library. (Half the class only)
9	Feb 28-Mar 4	<i>Independent work on assignment 1</i>	<i>Assignment 1 is due</i>
10	Mar 7-11	<i>Reading week (read Understanding Video Games)</i>	<i>Reading week</i>
11	Mar 14-18	Video Games (MM)	Video Games (MM)
12	Mar 21-25	Video Games (MM)	Video Games (MM)
13	Mar 28-Apr 1	Video Games (MM)	Video Games (MM)
14	Apr 4-8	<i>Independent work on assignment 2</i>	<i>Assignment 2 is due</i>
15	Apr 11-15	<i>Reading week (read New Media Art and digital art related texts in compendium)</i>	<i>Reading week</i>

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16	Apr 18-22	<i>EASTER BREAK</i>	<i>EASTER BREAK</i>
17	Apr 25-29	<i>EASTER BREAK</i>	Digital Art (RR)
18	May 2-6	Digital Art (RR)	Digital Art (RR)
19	May 9-13	Digital Art (RR)	Digital Art (RR)
20	May 16-20	Summary and Exam Prep (JWR/PT)	Summary and Exam Prep (JWR/PT)

Readings

- Egenfeldt-Nielson, Simon, Jonas Heide Smith and Susana Pajares Tosca. *Understanding Video Games: The Essential Introduction*. Routledge, 2008. 294 pages.
- Tribe, Mark and Reena Jana. *New Media Art*. Taschen, 2007/2009.
- Wardrip-Fruin, Noah, and Nick Montfort. *The New Media Reader*. Cambridge, MA: MIT Press, 2003. (You will only need a few texts from this anthology, so if you don't need it in other DIKULT courses you may manage by borrowing a copy.)
- A collection of articles (*kompedium*) to be bought at Studia (315 kr).

In addition, students will become familiar with a selection of digital works of art, literature and games. A more specific list will be provided at the start of the semester. Some of the articles will also be available online.

Obligatory Assignments

All students must hand in two 1000 word written assignments, due on March 3 and . The first will be a reading of a work of electronic literature and the second will be an analysis of a video game. The assignment will be given two weeks before they are due. These assignments must be approved by an instructor before you can take the exam.

Assessment

Grades are determined by a five hour written school exam at the end of May or in early June.

Language

The course will be taught in English. Assignments and the final exam may be completed in Norwegian, English, Swedish or Danish.