

Academic Year: ( 2023 / 2024 )

Review date: 02-06-2023

Department assigned to the subject: Humanities: Philosophy, Language, Literature Theory Department

Coordinating teacher: BRONCANO RODRIGUEZ, FERNANDO

Type: Electives ECTS Credits : 6.0

Year : Semester :

**REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)**

There are not claims

**OBJECTIVES**

To understand digital culture not only as an archival process in which the analog is transferred to the digital or the anthropological sense of "use and application of technologies" in a cultural context.

It is about delving into the design and code underlying the software-hardware devices that we integrate into culture as part of it.

In other words: Instead of the use to which TikTok is put, we focus on the "permissibilities" of its design. We care about the transformations that the code produces.

To update the critical debate on some of the contemporary problems (gamification, polarization, disinformation, AI) from the point of view of digital culture studies, material culture and philosophy.

**DESCRIPTION OF CONTENTS: PROGRAMME**

- 1- Introduction to digital culture
- 2- Digital humanities
- 3- Robotics
- 4- Artificial Intelligence
- 5- Posthumanism
- 6- The video game in the environment of digital culture
- 7- Gamification

**ASSESSMENT SYSTEM**

Final project / Final exam (60%)

Active participation - project follow-up - exercises (10%)

Mid-term essay (30%)

<b>% end-of-term-examination:</b>	60
-----------------------------------	----

<b>% of continuous assessment (assignments, laboratory, practicals...):</b>	40
---	----

**BASIC BIBLIOGRAPHY**

- Eubanks V. Automating inequality: How high-tech tools profile, police, and punish the poor, 2018, St. Martin's Press
- Floridi, L. The fourth revolution: How the infosphere is reshaping human reality., Oxford University Press, 2014
- Miller, V. Understanding digital culture, Sage, 2020
- Nguyen C.T. Games: Agency as art, Oxford University Press, 2020
- Turner, F. From counterculture to cyberculture: Stewart Brand, the Whole Earth Network, and the rise of digital utopianism, The University of Chicago Press, 2010