Instructor: Cy Keener  
Credits: 3  
Grading: Regular  
M/W 1:00–2:15 p.m.  
Prerequisites: None  
Restriction: Permission of the instructor

**Why take this course:**  
This course is for those interested the social and aesthetic critique of digital media. Students will view and discuss different forms of digital media, analyzing the work itself. How do these new art forms work? How do they connect with their audience? How do they achieve artistic and emotional impact? And, also asking the social impacts of the works—how do they fit into the society of their time? Students will also read historical and contemporary works to place this work in a scholarly context. Priority in enrollment will be given those interested in the new IMDM major as it is required for those in both tracks.

**Course Description**  
IMDM 150 is an introduction to the fundamental structures and themes of digital culture in contemporary society. This course will provide you with a theoretical grounding in which to understand the current landscape of digital media culture, design and art. As an introductory course for the Immersive Media Design major, the focus will be on contextualizing immersive digital media such as virtual reality, augmented reality, immersive projection, and electronic art installation through reading, writing and discussion. Students will have opportunities to experience a range of these technologies first-hand.