IMDM350 Advanced Digital Media Theory

A lecture-based course which looks at advanced theories and concepts pertinent to the fields of immersive media design, new media art, design, and cultural technology. Building on the foundation of IMDM150, this course looks at ways in which contemporary societal norms are being shaped by game culture, social and mobile media, AR/VR escapism, network aesthetics, hacktivism, open-source culture, neural networks, artificial intelligence, and machine learning, among others. This course addresses the broad range of ways in which the accelerating pace of technological advances influences how we mediate the world around us, and examines the environmental, social, political, and ethical implications of its use.

Prerequisites: minimum of C- in IMDM150