

MAS 240

Cybercultures

S1 Day 2015

Dept of Media, Music & Cultural Studies

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General Information

Unit convenor and teaching staff

Unit Convenor

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Y3A 191C

Credit points

3

Prerequisites

12cp

Corequisites

Co-badged status

Unit description

This unit introduces students to debates surrounding the internet and the world wide web. It articulates some of the complex relationships between technology and society, and examines how new media technologies may shape our contemporary mediascape and our lives. Students undertaking this unit learn how to design and create simple web sites, analyse cybercultures, and engage with key debates surrounding new media technologies. The production component of this unit is introductory and does not require any special software or prior knowledge. It is complemented by a theoretical analysis of cybercultures in which key opportunities and threats posed by new media technologies are explored.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at https://www.mq.edu.au/study/calendar-of-dates

Learning Outcomes

On successful completion of this unit, you will be able to:

Understand cybercultures in a contemporary and historical context

Develop and convey theoretical understandings of cybercultures

Develop and apply critical analysis to contemporary cybercultures

Develop academic research skills

Analyse and evaluate contemporary online media platforms, environments and services

Apply current Web design practices to produce a functional Web site project

Assessment Tasks

Name	Weighting	Due
Tutorial Participation	15%	Ongoing
Critical Analysis	20%	Friday 11:59pm Week 5
Major Essay	40%	5pm Friday Week 13
Website Project	25%	Week 13

Tutorial Participation

Due: **Ongoing** Weighting: **15%**

The purpose of tutorials is for students to discuss the weekly topics and readings to enrich their understanding. All students are required to participate in tutorial discussion. This means arriving at tutorials having completed set readings and being prepared to discuss issues arising.

The format of tutorials is based around student-led discussions. Your responses to your peers will form the basis of your participation mark.

You will be assessed on four criteria:

- Engagement with the readings
- Engagement with lecture material
- Ability to relate key theoretical ideas to previous readings and/or independent research
- Willingness to contribute to class discussion by asking relevant questions, answering other students questions, treating other students with respect and behaving appropriately (e.g. not talking whilst tutor or other students talking)

Attendance is not the same as participation. Students receive no marks for simply attending tutorials.

On successful completion you will be able to:

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- · Develop academic research skills
- Analyse and evaluate contemporary online media platforms, environments and services

Critical Analysis

Due: Friday 11:59pm Week 5

Weighting: 20%

Students are required to complete an 800 word critical analysis of one of the readings from the unit reader. The reading must be from weeks 2 to 5.

Students must analyse the reading and critically reflect on its key ideas and arguments.

- Students should identify the key concepts and argument. What is the author saying?
 Why?
- Evaluate the argument. Is this a strong argument? Why/ Why not? Don't just give your personal opinion, back your statements up with theory or examples
- Contextualise the argument within broader academic frameworks. How is this argument similar or different to what other theorists are saying?

Students should not simply summarise the reading, you must explore, expand, and critique the author's major arguments.

The critical analysis should follow standard academic writing practices, i.e. be formal in tone and reference cited material. Students are encouraged to draw on examples of technological forms and practices they are familiar with to better engage with and build upon the key ideas from the reading.

Students must reference at least one other academic source in this analysis.

Students must submit online through iLearn.

Students will be assessed on the following:

- Demonstrated ability to identify and articulate author's key arguments
- Demonstrate ability to critically engage with key arguments
- Demonstrated ability to contextualise article core arguments within broader theory
- · Style, coherence, and structure of writing

On successful completion you will be able to:

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Major Essay

Due: 5pm Friday Week 13

Weighting: 40%

Students are required to submit a 2000 word essay on a topic of their choosing exploring a specific new media technology/platform/practice.

Students should select a new media technology/platform/practice and examine the cultures that have sprung up around it. Students need to make a specific argument, this is not a general history of the technology. For example: 'Facebook has facilitated new forms of protest' would be a good topic, just writing about the history of Facebook would be bad.

The essay should

- Briefly describe the historical development of your new media technology/platform/ practice in relation to your overall argument
- Critically analyse the cultures that surround the technology/platform/practice and explain why they are important or significant
- Examine any conflicts and tensions that surround the technology/platform/practice

Essays will be submitted, marked and returned electronically via iLearn.

Marking Criteria

- · Choice of Topic: How useful and interesting is your chosen case study?
- Research: What is the quality of your research? Have you identified and made use of appropriate resources beyond those provided in the unit reader? (You must use at least one article from the reader, and at least two from your own research)
- Critical Approach/Analysis: Whilst part of the essay may be descriptive, the analysis of
 your chosen technology must make an argument and provide evidence to support it. For
 example, an analysis of BitTorrent might include statistics about usage (from reputable
 sources), and evidence about its cultural and economic impact. Do not just describe the
 technology.
- Presentation: Your essay must be clearly written and presented, with appropriate referencing for all cited sources.

On successful completion you will be able to:

- Understand cybercultures in a contemporary and historical context
- Develop and convey theoretical understandings of cybercultures
- Develop and apply critical analysis to contemporary cybercultures
- Develop academic research skills

Website Project

Due: Week 13 Weighting: 25%

Students are required to plan and develop a Website. Websites are due to be presented in your timetabled workshop session in week 13: This means that your Website must be completed PRIOR to that class. You will not be given any class time in week 13 to complete your Websites and will be penalized as a late submission.

You may choose the topic of your Website, for example, you may build an online CV or a fan site for your favourite band or video game. All Websites must satisfy the following criteria:

- · Minimum of four (4) pages including a home page
- Home page must be saved as index.html
- Original content
- Any borrowed content or code should be visibly referenced using a separate references page (which will not count towards the mandatory minimum four pages)
- · A single CSS document linked to by all HTML documents
- · Websites should draw on skills developed during the unit
- Websites should use current approaches to design as taught in the unit. Table-based design is not permitted and will incur significant penalties
- Web sites should use current and valid HTML code
- Images should be resized and optimized for the Web
- Individual pages should utilize titles using the <title></title> tag

Marking Criteria:

Design

- How aesthetically pleasing is the site?
- · Do the colours complement each other?
- Are images relevant?
- Is the text readable and formatted correctly?
- Does the design reflect the content?
- · Has the box model been used?

Content

- · Choice of topic
- Is the content original?
- Is borrowed content referenced?
- Does the content make sense?

- · Are there spelling or grammatical errors?
- Is the site easy to navigate?

Coding

- Is the HTML correct?
- Is the CSS correct?
- Have CSS styles been employed to control presentation?
- Do the hyperlinks work?
- · Do images display properly?

On successful completion you will be able to:

- · Develop academic research skills
- Analyse and evaluate contemporary online media platforms, environments and services
- Apply current Web design practices to produce a functional Web site project

Delivery and Resources

Each week students must attend a 1 hour lecture, 1 hour tutorial and 1 hour workshop.

Tutorials and workshops start in Week 2.

Late penalties for assignments are 10% per day, including weekends, unless otherwise stated in assignment description.

There is a unit reader available for purchase in the Coop Bookshop. All students are expected to have a copy.

Further resources for MAS240 can be accessed through iLearn: http://ilearn.mq.edu.au/.

Technologies used and required: PC and Internet access are required. Basic computer skills (e.g., internet browsing) and skills in word processing are also a requirement.

Please consult teaching staff for any further, more specific requirements.

Changes Made to Previous Offerings of the Unit

The topics in this unit have been updated to reflect contemporary technological and cultural forms and practices. Recent academic material has been added to this unit in order to best offer students insight into the rapidly changing media environment, with a particular focus on social and participatory media, new digital economies, and cyber politics. The weighting of assignments has also been changed this year.

Policies and Procedures

Macquarie University policies and procedures are accessible from <u>Policy Central</u>. Students should be aware of the following policies in particular with regard to Learning and Teaching:

Academic Honesty Policy http://mq.edu.au/policy/docs/academic_honesty/policy.html

Assessment Policy http://mq.edu.au/policy/docs/assessment/policy.html

Grading Policy http://mq.edu.au/policy/docs/grading/policy.html

Grade Appeal Policy http://mq.edu.au/policy/docs/gradeappeal/policy.html

Grievance Management Policy http://mq.edu.au/policy/docs/grievance management/policy.html

Disruption to Studies Policy http://www.mq.edu.au/policy/docs/disruption_studies/policy.html The Disruption to Studies Policy is effective from March 3 2014 and replaces the Special Consideration Policy.

In addition, a number of other policies can be found in the <u>Learning and Teaching Category</u> of Policy Central.

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mg.edu.au/support/student conduct/

Results

Results shown in *iLearn*, or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in <a href="extraction-color: blue} eStudent. For more information visit <a href="extraction-color: blue} ask.m <a href="equation-color: blue} q.edu.au.

Additional information

MMCCS website https://www.mq.edu.au/about_us/faculties_and_departments/faculty_of_arts/department_of_media_music_communication_and_cultural_studies/

MMCCS Session Re-mark Application http://www.mq.edu.au/pubstatic/public/download/?id=167
914

Information is correct at the time of publication

Student Support

Macquarie University provides a range of support services for students. For details, visit http://students.mq.edu.au/support/

Learning Skills

Learning Skills (<u>mq.edu.au/learningskills</u>) provides academic writing resources and study strategies to improve your marks and take control of your study.

- Workshops
- StudyWise
- Academic Integrity Module for Students
- Ask a Learning Adviser

Student Services and Support

Students with a disability are encouraged to contact the <u>Disability Service</u> who can provide appropriate help with any issues that arise during their studies.

Student Enquiries

For all student enquiries, visit Student Connect at ask.mq.edu.au

IT Help

For help with University computer systems and technology, visit http://informatics.mq.edu.au/hel
p/.

When using the University's IT, you must adhere to the <u>Acceptable Use Policy</u>. The policy applies to all who connect to the MQ network including students.

Graduate Capabilities

Creative and Innovative

Our graduates will also be capable of creative thinking and of creating knowledge. They will be imaginative and open to experience and capable of innovation at work and in the community. We want them to be engaged in applying their critical, creative thinking.

This graduate capability is supported by:

Learning outcomes

- · Understand cybercultures in a contemporary and historical context
- Develop and convey theoretical understandings of cybercultures
- Develop and apply critical analysis to contemporary cybercultures
- Apply current Web design practices to produce a functional Web site project

Assessment tasks

- Tutorial Participation
- Critical Analysis
- Major Essay
- Website Project

Capable of Professional and Personal Judgement and Initiative

We want our graduates to have emotional intelligence and sound interpersonal skills and to demonstrate discernment and common sense in their professional and personal judgement. They will exercise initiative as needed. They will be capable of risk assessment, and be able to handle ambiguity and complexity, enabling them to be adaptable in diverse and changing environments.

This graduate capability is supported by:

Learning outcome

· Analyse and evaluate contemporary online media platforms, environments and services

Assessment tasks

- Tutorial Participation
- · Critical Analysis
- Major Essay

Commitment to Continuous Learning

Our graduates will have enquiring minds and a literate curiosity which will lead them to pursue knowledge for its own sake. They will continue to pursue learning in their careers and as they participate in the world. They will be capable of reflecting on their experiences and relationships with others and the environment, learning from them, and growing - personally, professionally and socially.

This graduate capability is supported by:

Learning outcomes

- · Develop academic research skills
- · Analyse and evaluate contemporary online media platforms, environments and services

Assessment tasks

- · Major Essay
- · Website Project

Discipline Specific Knowledge and Skills

Our graduates will take with them the intellectual development, depth and breadth of knowledge, scholarly understanding, and specific subject content in their chosen fields to make them competent and confident in their subject or profession. They will be able to demonstrate, where relevant, professional technical competence and meet professional standards. They will be able to articulate the structure of knowledge of their discipline, be able to adapt discipline-specific knowledge to novel situations, and be able to contribute from their discipline to inter-disciplinary solutions to problems.

This graduate capability is supported by:

Learning outcomes

- Understand cybercultures in a contemporary and historical context
- · Develop and convey theoretical understandings of cybercultures
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Apply current Web design practices to produce a functional Web site project

Assessment tasks

- Tutorial Participation
- Critical Analysis
- Major Essay
- Website Project

Critical, Analytical and Integrative Thinking

We want our graduates to be capable of reasoning, questioning and analysing, and to integrate and synthesise learning and knowledge from a range of sources and environments; to be able to critique constraints, assumptions and limitations; to be able to think independently and systemically in relation to scholarly activity, in the workplace, and in the world. We want them to have a level of scientific and information technology literacy.

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Assessment tasks

- · Tutorial Participation
- Critical Analysis
- Major Essay

Problem Solving and Research Capability

Our graduates should be capable of researching; of analysing, and interpreting and assessing data and information in various forms; of drawing connections across fields of knowledge; and they should be able to relate their knowledge to complex situations at work or in the world, in order to diagnose and solve problems. We want them to have the confidence to take the initiative in doing so, within an awareness of their own limitations.

This graduate capability is supported by:

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Assessment tasks

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- Critical Analysis
- · Major Essay
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Effective Communication

We want to develop in our students the ability to communicate and convey their views in forms effective with different audiences. We want our graduates to take with them the capability to read, listen, question, gather and evaluate information resources in a variety of formats, assess, write clearly, speak effectively, and to use visual communication and communication technologies as appropriate.

This graduate capability is supported by:

Learning outcomes

- · Develop and convey theoretical understandings of cybercultures
- Develop and apply critical analysis to contemporary cybercultures
- Develop academic research skills
- Apply current Web design practices to produce a functional Web site project

Assessment tasks

- · Tutorial Participation
- Critical Analysis
- Major Essay
- Website Project

Engaged and Ethical Local and Global citizens

As local citizens our graduates will be aware of indigenous perspectives and of the nation's historical context. They will be engaged with the challenges of contemporary society and with knowledge and ideas. We want our graduates to have respect for diversity, to be open-minded, sensitive to others and inclusive, and to be open to other cultures and perspectives: they should have a level of cultural literacy. Our graduates should be aware of disadvantage and social justice, and be willing to participate to help create a wiser and better society.

This graduate capability is supported by:

Learning outcomes

Understand cybercultures in a contemporary and historical context

· Analyse and evaluate contemporary online media platforms, environments and services

Assessment tasks

- · Tutorial Participation
- Critical Analysis
- Major Essay
- Website Project

Socially and Environmentally Active and Responsible

We want our graduates to be aware of and have respect for self and others; to be able to work with others as a leader and a team player; to have a sense of connectedness with others and country; and to have a sense of mutual obligation. Our graduates should be informed and active participants in moving society towards sustainability.

This graduate capability is supported by:

Learning outcomes

- Understand cybercultures in a contemporary and historical context
- · Analyse and evaluate contemporary online media platforms, environments and services

Assessment tasks

- Tutorial Participation
- Critical Analysis
- Major Essay
- · Website Project