CS220: Navigating the Digital World (2021/22)

24 items

Trouble with accessing resources?

Webpage

Description (2 items)

What does it mean to be a "digital citizen"? As increasing portions of our personal and professional lives are played out online, acquiring the ability to effectively use digital interfaces and think critically about them is an ever more urgent task, as well as a topic of fierce debate. While some allege that digital technologies are a root cause of a "post-fact" era filled with "fake news" that limits our worldview, others see in them the key to unlocking social change and bringing people together in new ways and across geographical boundaries. The digital revolution is constantly reshaping our world in a myriad of ways: from surveillance laws to social mobilisation; from innovative business models to open access information; from warfare strategy to medical treatment. Not only this, the way we construct our individual identities, build communities, protect human rights, and promote the humanities is increasingly mediated through online platforms, and contingent on the uneven access that global communities have to technology. This module is designed to provide you with the practical skills required to navigate the increasingly digital world we live in, and to open up an important critical, interdisciplinary space; you will be encouraged to consider its legal, ethical, social, political, creative and economic implications.

Some of the key questions we'll be addressing are: How are digital technologies transforming society?To what extent do digital technologies curb or enhance our rights and freedom? What digital skills are needed for the knowledge economy and a democratic society? How can we build and use our online identities? How might we use digital technologies as creative and engaging forms of communication?

Spring Term: Lecturers from different disciplines across the University will lead a series of weekly lectures, which will combine theoretical questions with real-life scenarios to explore issues such as hacking, social media, ethics, digital crime, video games and interactive technologies. These sessions are devised to help students gain a broad awareness of, and to think critically about, the ways that digital technologies are reshaping contemporary societies.

WEEK 16 - Digital Technologies and Society (Dr Paola Di Giuseppantonio Di Franco) LIVE ZOOM (2 items)

The Impact of the Internet on Society: A Global Perspective - Manuel Castells, 2014
Document | Essential

Further Resources (1 items)

News; Aleks in Wonderland: The Story of the Internet - Wednesday, 16 Aug 2017
[Audio-visual document] | Not required, but very entertaining listening

Week 17 -The Hacker Ethic: Roots, history and techno-cultural ideology (Dr James Allen-Robertson; PRE-RECORDED VIDEO ON MOODLE) (1 items)

Hacker practice - E. Gabriella Coleman, Alex Golub, 2008
[Article] | Essential

WEEK 18 - Opinion Dynamics in Social Networks (Prof. Christian Ghiglino; LIVE ZOOM) (2 items)

Strategic Information Transmission Networks - Andrea Galeotti, Christian Ghiglino, Francesco Squintani, 2013
[Article]

The Economic Consequences of Social-Network Structure - Matthew O. Jackson, Brian W. Rogers, Yves Zenou
[Article] | Essential

WEEK 19 - Gendering the Digital World (Dr Lisa Smith; PRE-RECORDED VIDEO on MOODLE) (1 items)

Gender disruptions in the digital industries? - Sarah B. Proctor-Thomson, 2013
[Article] | Essential

WEEK 20 - Intercultural Communication, Social Media, online communities and identities (Dr Marco Valesi, University of Parma; PRE-RECORDED VODEO on MOODLE) (2 items)

Psychology Of Social Media: From Technology To Identity
[Chapter] | Essential

The Internet and the End of Dystopia - Andrew Feenberg, 2017-09-30
[Article] | Essential

Week 21 READING WEEK
Please, use this precious time to re-read all previous material and let me know if you have questions or issues with the readings!

WEEK 22 - Cyber Crime and Darknet (Dr Audrey Guinchard; LIVE ZOOM) (3 items)

Between Hype and Understatement: Reassessing Cyber Risks as a Security Strategy -
Audrey Guinchard, 2011
  [Article] | Essential

Week 22 further reading (2 items)

The Dark Web Dilemma: Tor, Anonymity, and Online Policing - Eric Jardine, 2015
  [Document]

How to Make a Play About Technology as Human as Possible - Amelia Dimoldenberg, 12
April, 2016
  [Webpage]

WEEK 23 - Digital Heritage (Dr Paola Di Giuseppantonio Di Franco; LIVE ZOOM) (1 items)

Chasing the Unicorn? The quest for 'essence' in digital heritage - Neil Silberman
  [Chapter] | Essential

WEEK 24 - Video Games as Art (Dr Matt Lodder; PRE-RECORDED VIDEO on MOODLE) (3 items)

Should Videogames be viewed as Art? in Videogames and art - B. Martin
  [Chapter] | Essential

The art of video games: from Pac-Man to mass effect - Chris Melissinos, Patrick O'Rourke,
Smithsonian Institution, 2012
  [Book]

Works of game: on the aesthetics of games and art - John Sharp, 2015
  [Book]

WEEK 25 - Artificial Intelligence and Big Data: the new frontiers of living in a digital world (Dr Spyros Samothrakis; LIVE ZOOM) (6 items)

Big data: Dimensions, evolution, impacts, and challenges - In Lee, 2017
  [Article] | Essential

Week 25 - Further reading (5 items)

Artificial Intelligence: Think Again - Jerry Kaplan, 2017
  [Article]

Turing's Red Flag - Toby Walsh, 2016

Article

Policy and population behavior in the age of Big Data - Kai Ruggeri, Hojeong Yoon, Ondřej Kácha, Sander van der Linden, Peter Muennig, 2017

Article

Artificial Intelligence - 2017

Article

Artificial Intelligence Poised to Ride a New Wave: Flush with recent successes, and pushed by even newer technology, AI systems could get much smarter - Anthes, Gary, 2017

Article