基本情報

時間割コード／Course Code	
開講区分(開講学期)／Semester	Spring and Summer Term
曜日・時間／Day and Period	Thu3
開講科目名／Course Name (Japanese)	デジタル文化における文学と芸術
開講科目名(英)／Course Name	Digital Culture: Literature and Art, Ethics and Aesthetics
教室／Room	#CALC!
定員／Capacity	
ナンバリング／Course Numbering Code	#CALC!
必修・選択／Required/Optional	
授業形態／Type of Class	講義科目
単位数／Credits	2
年次／Student Year	
分野／Field	
担当教員／Instructor	Prof. Dr. Wassmer, Johannes ／ ヴァスマー　ヨハネス
メディア授業科目／Course of Media Class	

詳細情報

授業サブタイトル／Course Subtitle	
開講言語／Language of the Course	English
学習方法／Learning Method	聴講・視聴,読解,討論,発表
授業の目的と概要／Course Objective	ciritical understanding of digitality, its ethical and aesthetic specifities as well as of its important aesthetic and societal phenomenons in literature, art,
履修条件・受講条件／Requirement / Prerequisite	none
出欠席及び受講に関するルール／Attendance and Student Conduct Policy	
教科書・指定教材／Textbooks	
参考図書・参考教材／Reference	
成績評価に関する補足情報／Additional Information on Grading	preparation (30%), participation in lecture (30%) , term paper (40%)
合理的配慮／Reasonable Accommodation	#REF!
特記事項／Special Note	
オフィスアワー／Office Hour	Monday 1.30-2.30pm
実務経験のある教員による授業科目／Course conducted by instructors with practical experience	

成績評価詳細情報

学習目標(1)／Learning Goal(1)	Students are able to describe precisely what is digitality, its history and its mediality
学習目標(2)／Learning Goal(2)	Students can problematize textuality and authorship in digitality
学習目標(3)／Learning Goal(3)	Students know about various forms of digital pehonemons in art, literature and video games
学習目標(4)／Learning Goal(4)	Students are having an basic overview over digital economy in art, literature and media
学習目標(5)／Learning Goal(5)	Students acquired general knowledge about digital ethics and intellectual property

学習目標／Learning Goal	評価方法				
	レポート・論文	学習への参加度	その他(テクストの予習等)		
学習目標(1)／Learning Goal(1)	○	○	○		
学習目標(2)／Learning Goal(2)	○	○	○		
学習目標(3)／Learning Goal(3)	○	○	○		
学習目標(4)／Learning Goal(4)	○	○	○		
学習目標(5)／Learning Goal(5)	○	○	○		
評価割合(%)／Grade Breakdown	40%	30%	30%	%	%

授業計画

回／Time	題目／Title	内容／Content	授業時間外学習／Independent Study Outside of Class
第1回	Introduction: program presentation		Preparation for the course
第2回	What means 'digital'? History and theory of digitality		paper on digital history
第3回	Digitality and media theory: programs, screens, interfaces		peper on media theory
第4回	Digital Authorship and Materiality: artist and art are in question		research on court cases about intellecutal propery in literature
第5回	What is a digital text?		paper by Jay D. Bolter
第6回	Literature and digital mediality: format, hypertext, AI		paper on AI and creativity, ChatGPT
第7回	Aesthetics of digital Literature		paper on aspects and creativity, ChatGPT
第8回	Art and Digitality: technical and medial aspects		paper on the materiality of art or on art as performance and intervention
第9回	Art as a communitarian project: i.a. r/place		research on r/place
第10回	Video games as participative literature and art: narrativity		paper on narrativity in video games
第11回	Video games in society: history- and mmo-games		paper on narrativity in video games
第12回	Economy of digital art and literature: NFTs, Distribution, Streaming etc.		curated news articles on NFTs and streaming platforms
第13回	Ethics of Copying: Authorship and intellectual property		curated parts of the volume Schmücker/Hicks: Ethics of copying
第14回	Open for student's wishes		paper on digital media
第15回	Summary, reflexion and final discussion		reviewing of previous classes
第16回	Work on final essay		writing an essay

授業担当教員

教員氏名／Instructor Name	ふりがな／Name (hiragana)	所属・職名・講座名／Affiliation, Title, Course	居室／Office	内線／Extension	e-mail／E-mail
Wassmer, Johannes	ヴァスマー　ヨハネス	特任講師	408	5116	jwassmer@let.osaka-u.ac.jp