

Global Learning Semesters

Course Syllabus

Course: MDES-430 Virtual Realms

Department: Design

Host Institution: Intercollege, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
MDES-430	Virtual Realms	3
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	42	None
Department	Level of Course	Language of Instruction
Design	Upper Division	English

Course Description

- Virtual reality
- Virtual space, communities
- Identity and embodiment
- Virtual Bodies, Cyborgs
- Cyberspace
- Internet culture
- Virtual Culture
- Ethics
- Aesthetic and ecological implications

Instructor

Nadia Charalambous

Course Aims and Objectives

The course introduces students to the world of virtual reality and focuses on a number of different ways in which the human being is insinuated with technology. Issues such as virtual knowledge, embodiment, space, communities and identity are presented and explored in order to address fundamental questions about technology and human presence. The course juxtaposes cutting-edge theories, polemics and creative practices to uncover ethical, aesthetic and ecological implications of why, how and in particular where, human actions, observations and insights take place.

Teaching Methods

The course is delivered through a mixture of lectures, studio presentations, studio tutorials and practical exercises and assignments.

Course Teaching Hours

42 hours. The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

Homework: 20%
Mid-Term: 30%
Final Exam: 50%

Readings and Resources

Required Textbook

There is no required textbook for this course

Recommended Textbooks

- Mirzoeff, N. (1999) An Introduction to Visual Culture, Routledge
- Winston, B. (1998) Media, Technology and Society, Routledge
- Preston, P. (2001) Reshaping Communication; SAGE