COURSE SPECIFICATION DOCUMENT

Academic School / Department: School of Liberal Arts

Programme: Digital Minor
BA Social Media and Digital Communication

FHEQ Level: 4

Course Title: Coding, Content and Context 1

Course Code: DGT 4100

Course Leader: Jane Norris

Student Engagement Hours: 120 (standard 3- credit BA course)
Lectures: 30
Seminar / Tutorials: 15
Independent / Guided Learning: 75

Semester: Fall, Spring

Credits: 12 UK CATS credits
6 ECTS credits
3 US credits

Course Description:
This is an introductory course that enables students to develop a practical understanding of the syntax of coding languages. It gives hands-on experience of structuring Code to produce and edit games, using mobile applications such as Hopscotch and Swift, progressing to writing full code on platforms such as Processing. Students are introduced to languages such as Python used in software like Open Sesame. This knowledge is then extended and tested across other digital media and objects through an introduction to software for digital audio, image and video editing. Students will be expected to collect and curate a selection of digital tools relevant to their studies. They will produce outcomes across two digital environments, alongside a critically reflective digital note book / blog of their learning. This class is relevant to students of all majors. It is highly recommended that students have access to the use of a laptop and a smartphone for the duration of the course.

Prerequisites: None

Aims and Objectives:
The primary aim of this course is to introduce the structure and syntax of digital code, to enable students to successfully communicate simple directions and control outcomes in this language. It will focus on understanding and using the logic of nested orders and negotiating the digital space in a range of environments such as simple mobile games, and interactive

audio and image editing. Students will be encouraged to curate a selection of their own software and critically evaluate the quality, range of application and ethical use of their selections in relation to current developments in the field. They will have guidance in contextualising this through appropriate examples of academic debate. Alongside using a range of software, students will be required to maintain a reflective technical journal that can act as a reference point for problem solving in the future.

Programme Outcomes:
A4 (i), A4 (ii), B4 (iiii), B4 (i), B4 (ii), B4 (iiii), C4 (i), C4 (ii), C4 (iiii), D4 (i), D4 (ii), D4 (iiii),

A detailed list of the programme outcomes are found in the Programme Specification.

Learning Outcomes:
By the end of this course, successful students should be able to:

- Identify, analyse and evaluate a range of digital tools for the production of relevant digital outcomes
- Use mobile and online applications to successfully generate and edit digital language and media,
- To produce functioning code or digital media outcomes that address the required issues.
- Engage in self-directed research to problem solve technical issues to produce innovative solutions.

Indicative Content:

- Mobile introductory coding apps such as Hopscotch
- Mobile introductory code learning apps such as Learn Python
- Laptop software such as Processing
- An introduction to digital Audio editing via Audacity and the embedded code.
- An introduction to digital image editing (PC & Mac) and the embedded code.
- The critical curation of digital applications and media and their contextualisation in different digital environments.
- Consideration of the current discourse on coding bias, and the implications of digital work on current debates on race, gender, surveillance, behaviour prediction.
- Reflective technical Journal writing.

Assessment:
This course conforms to the University's Special Programme Assessment Norms for ADM approved at Academic Board and located at: (https://www.richmond.ac.uk/policies/)

Teaching Methodology:
- Lecture presentations with the key concepts
- Group discussions on journal articles and online resources.
- Lecture demonstration with the key applications and software.

- Teamwork solving technical problems.
- Individual research on online sites related to coding and the use of digital media
- Videos and On-line demonstrations.
- Intra-net access to lecture notes, links to applications and online tutorials and reading material.

Indicative Text(s):

Kittler F, (1999) *Gramophone, Film, Typewriter (Writing Science)* Stanford University Press.
Spiller N, (2002) *Cyber Reader: Critical Writings for the Digital Era* Phaidon Press
Balbi G, Magaudda P (2018) *A History of Digital Media* Routledge Press
Cohen J, Kenny T, (2015) *Producing New and Digital Media: Your Guide to Savvy Use of the Web* Routledge Press

Journals

Digital Scholarship in the Humanities Oxford Academic
Frontiers in Digital Humanities Journal
Boundery2 Journal
International Journal of Information and Coding Theory
Cultural Studies Journal

Web Sites

Please Note: The core and the reference texts will be reviewed at the time of designing the semester syllabus.

See syllabus for complete reading list

Change Log for this CSD:

Nature of Change	Date Approved & Approval Body (School or AB)	Change Actioned by Registry Services
Added Social Media for Prog		