

Course Description Form

Course number and section: ENGL 306/DIHU 302

Course Topic: The Programmed World

Credits: 3

Term: WT1

Instructor: Sessional

Course Description (aim for no more than 80 – 100 words for your course description):

Programs are ubiquitous. Search engines, video games, and social media sites are programmed spaces that constrain and shape their users' actions. Parks, shopping malls, doctors' offices, and classrooms are programmed spaces, too. Informed by digital humanities theory and practice, students in this course engage in a critical interrogation of how computer programs move visitors through online space. Students will develop an understanding of the narrative potential of programming. No programming experience required.

Tentative Reading List: (Be as concise as possible with your reading list, but please also specify the genre of each required text. See sample below)

TBA

May include novels, websites, popular computer programs, and essays and short theoretical texts.

Other: A text editor like TextEdit (Mac) or NotePad (PC); Sublime Text 2 (available for trial or purchase); a memory key.