Interactive Technology and Pedagogy I: History and Theory
ITCP 70010
Instructors: Lisa Brundage & Carlos Hernandez

Fall 2021 Syllabus

Under construction! Please consider this a living document!

You can also find syllabus information on our Trello board. You are not required to use Trello.

There are no required book purchases for this course. If you prefer to read paper books to digital documents, you might want to get a copy of Cory Doctorow's Homeland the 2019 edition of Debates in the Digital Humanities (DitDH on this syllabus) and Amanda Phillips' Gamer Trouble.

August 31: Welcome to Class!

We'll use our first class to get to know one another and talk about what we want to get out of the semester. Our talk will be informed by these short readings, which you can read after class and discuss on Slack.

A Pedagogy of Kindness, Katherine Denial

How to Build an Ethical Online Course, Jesse Stommel

September 7: No Class (but we will keep discussion going virtually)

We will examine previous syllabi and projects from ITP (we'll send you links/discuss on Slack)

September 14: ITP, Critical Digital Pedagogy, and Historical Materialist Theories of Technological Change and Transformation

Safiya Umoja Noble, Toward a Critical Black Digital Humanities (DitDH Ch 2)

Curtis Fletcher, Educational Technology and the Humanities: A History of Control (DitDH Ch 30)

Wolfgang Schivelbusch, The Railway Journey, Chapters 1-3 (we will send a PDF)

Walter Benjamin The Work of Art in the Age of Mechanical Reproduction

Activity in class: share an interesting digital humanities artifact. How can digital projects combine critical reflection and pedagogy to do new or interesting things? Here's an example. http://dsl.richmond.edu/emancipation/

September 21: Visions of Technology–Dystopias, Utopias, Ustopias

Cory Doctorow, Homeland

Margaret Atwood, [The Road to Ustopia](#)

September 28: No Class

TUESDAY September 29: A History of the Internet

Vannevar Bush, [As We May Think](#) (1945)

Tim Berners-Lee, [Information Management: A Proposal](#) (1989)

Roy Rosenzweig, [Wizards, Bureaucrats, Warriors and Hackers: Writing the History of the Internet](#) (1998)

Claire L Evans, [recorded lecture](#), adapted from her book *Broad Band: The Untold Story of the Women Who Made the Internet* (2018)

Online Interactive (really just links) history of the internet: https://www.zakon.org/robert/internet/timeline/

October 5: Bodies and Technology

Donna Haraway, Cyborg Manifesto (PDF available on Slack)

M.I. Franklin, [Reading Walter Benjamin and Donna Haraway in the age of digital reproduction](#)

Jillian Weise, [Common Cyborg](#)

[Cyberfeminist Manifesto](#)

Activity: Create an avatar for yourself to discuss in class

October 12: No Class

WEDNESDAY October 14: Teaching and Pedagogy–Foundational Texts

[PDFs of these readings](#) Email Lisa if you need the page password.

Mina Shaughnessy, *Errors and Expectations* Chapter 1

Paolo Freire, *Pedagogy of the Oppressed.* Chapters 1 and 2

John Dewey, Experience and Education, focus on Chapters 1 and 2

Randy Bass, "Engines of Inquiry: Teaching, Technology, and Learner-Centered Approaches to Culture and History."

Discussion/sharing idea for class: is there a foundational and/or paradigm shifting work about pedagogy in your discipline? Let's get a list going!

October 19: Teaching and Pedagogy–Experiential Learning, Digital Technologies, and Lived Realities

Maura Smale and Mariana Regaldo, Undergraduate Scholarly Habits Ethnography Project

David Jack Norton, Making Time: Workflow and Learning Outcomes in DH Assignments (DitDH Ch 25)

Stephen Brier, "Where's the Pedagogy? The Role of Teaching and Learning in the Digital Humanities" and Luke Waltzer, "Digital Humanities and the 'Ugly Stepchildren' of American Higher Education" in *Debates in the Digital Humanities*, "Teaching the Digital Humanities" section

Turn in your lesson plan. You will get feedback from Carlos and Lisa, and also work with a partner to give each other feedback.

October 26: Gaming and Pedagogy

Guest Speaker: Amanda Phillips

Amanda Phillips, selections from Gamer Trouble

James Paul Gee, Good Video Games and Good Learning (pdf)

Aaron Chia Yuan Hung, A Critique and Defense of Gamification (pdf)

November 2: Data and Power

Cathy O'Neil, Podcast discussion based on her book *Weapons of Math Destruction*

Safiya Noble, YouTube Recorded Lecture, based on her book *Algorithms of Oppression*

https://www.thejustdatalab.com/

November 9: Visualization (class all online; no Zoom)

Lauren Klein and Catherine D'Ignazio, Data Feminism Chapter 7, Show Your Work (also see this discussion by the authors)

Micheal Friendly, The Golden Age of Statistical Graphics

Livia Gershon, Florence Nightingale, Data Visualization Visionary

Jackie Mansky, W.E.B. Du Bois' Visionary Infographics Come Together for the First Time in Full Color

November 16: Lesson Plan Presentations

Lesson Plan Presentations (elaborations on the work from October 19)

November 23: Intellectual Properties, Copyrights, and Open Access

Guest Speaker: Joseph Ugoretz

Peruse [Creative Commons](#) site

Robin DeRosa and Rajiv Jhangiani [What is Open Pedagogy?](#)

Maura Smale and Jody Rosen, [Open Digital Pedagogy = Critical Pedagogy](#) (follow and read the links in the article)

Discussion: Final project/paper plans and expectations

November 30: What do the Digital Humanities Mean for Academic Scholarship and Academic Labor?

Audre Lorde, [The Master's Tools Will Never Dismantle the Master's House](#)

Rachel Mann, [Paid to Do but Not to Think: Reevaluating the Role of Graduate Student Collaborators](#) (DithDH Ch 22)

Bethany Nowviskie, [Capacity Through Care](#)

December 7: The Digital Humanities and the Future of Academic Inquiry and Academic Publishing

Tressie McMillan Cottom, [Keynote Lecture](#) at ALT Annual Conference 2018 (Association for Learning and Technology)

December 14: Final Papers Due, Closing Discussion, and a Look Ahead