

Course Outline: Writing in Digital Cultures

WRITING DEPARTMENT

Note for students: This short course outline is provided for planning purposes only. Course information is tentative and subject to change; the final course syllabus will be available by the first day of classes.

Course Code

PRWR 2004 (Winter 2027)

Course Description

From Reddit slang and cringe compilations to streamers and Hololive, today's digital world is filled with new ways to write, think, learn, and communicate your ideas. How do you navigate this world as a student, creative professional, or scholar? What are your readers expecting from you? How might you get *paid* to write in a digital-focused job? This course will explore these questions and many more, with topics that include role-playing games, fan fiction, creating an online business, social media disasters, espionage, bootlegs, and the history of the internet. Oh, and yes...we'll deal with artificial intelligence: when, where, and how to use it (and when, where, and how you *shouldn't* use it). Our lectures will also involve discussions and hands-on practice.

Course Delivery

Delivery Mode: Lecture

Students will attend lectures, participate in class discussions, join writing challenges, and get involved in experiential education opportunities (including field trips and guest speakers).

Course Materials

There are no required texts for this course – everything will be provided to students.

Tentative Grade Breakdown and Deadlines

Assessment	Weight	Mode	Tentative Deadline
Reading Response	10%	Take-home	January 15, 2027
AI Slop Edit	10%	Take-home	January 30, 2027
Culture Reflection	20%	Take-home	February 15, 2027
Bootleg Creation	30%	Take-home	March 10, 2027
Digital Maker Project	30%	Take-home	April 1, 2027
	100%		