

Course Outline: Bodies, Media, Technology

DEPARTMENT OF COMMUNICATION & MEDIA STUDIES

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

AP/CMDS 3517 3.0 Bodies, Media, Technology

Course Description

Media and technology are often presented to us as worlds of disembodied data flitting across networks, unencumbered by physical form. In other words, when we log on, we supposedly leave our fleshy bodies at the door. This course challenges ideas of technology and data as dematerialized and disembodied. Instead, we'll explore together the ways that bodies and technologies shape each other. How do technologies shift the ways that we perceive and interact with the world around us? How do our bodies become fodder for systems that transform our biological and psychological functions into data? How do media shape the kinds of embodied identities we take on in our social and political lives? And what assumptions about "normal" bodies are baked into the technologies we use every day?

Across the semester, we'll investigate these questions and others, moving beyond considerations of what technology does to the body (and vice versa) to considerations of how bodies are shaped, valued, controlled or excluded by technologies. Students will develop a critical toolset for grappling with the ways that science and technology are transforming how we think and talk about the body – and, by extension, how we think and talk about what it means to be a person.

Course Delivery

SEM

3-hour Seminar.

Course Materials

All materials for this course are open access and/or available via York University Libraries. Each week will include an assigned scholarly readings supplemented by videos and podcasts.

Students are required to pay for printing of a scientific poster at a cost of between \$10 and \$30.

Tentative Grade Breakdown and Deadlines

The course offers students creative and engaging ways to explore course concepts.

Assessment	Weight	Mode	Tentative Deadline
Course Engagement & Process Work	15%	Self-assessment survey, draft assignments, peer feedback	Variable
Body, Tech Diary	25%	Take-home project. Spend a week keeping a diary about your interactions with technology.	Week 5
Workshop	25%	In-class presentation with a peer. Lead the class in an examination of a specific piece of tech (an app, device, program...).	Week 10
Final Exam	35%	In-person exam	Exam Period
	100%		