

Welcome to Online Culture!

**\*\*The most important thing you need to do in this class is to stay healthy, happy, and well! Please let me know if you feel stressed or overwhelmed.\*\***

In this class, we cover everything about online culture, from snapchats and ChatGPT, to online gaming, zooming, and Twitch streaming. Online culture *is* culture, and it's never been more apparent than this past year, when we've been living and learning online so much!

Official course description:

From #gamergate to cat memes, Tik Toks to Twitch steaming, Instagram to pinterst, Reddit AMAs to MMOs -- it's a wild world on the World Wide Web. This course introduces students to online culture, or the ins and outs of what we do and how we connect online. We cover the major themes related to networked and participatory media, including Internet technologies, mobile technologies and other connected platforms. Students will be exposed to various online media formats and functions, as well as recent research and writing on Internet culture, community, ethics, creativity, and social interaction. Students will learn about how participants online connect, interact and create groups or represent their identity. Students will also discuss and deliberate timely topics and themes in online culture, such as crowdsourcing, location-based media, social media, identity, privacy, storytelling, expression, surveillance, and artificial intelligence.

How this class will work

This course will be 8 weeks in length and will require approximately 15-16 hours of work per week of your time.

Each week (typically on Monday) I will give you a list of things to do that week by Saturday at midnight.

The discussion forum posts, activities, and exercises are due by Saturday\* at midnight (ET). You can find the forums by clicking on "Discussions" in Brightspace. You will be able to do this once the Brightspace course is opened.

Our books will be mostly free online pdfs. But please see the detailed information below.

boyd, d. (2014). *It's Complicated*. Yale University Press. Note that this text will be made available for free in pdf on Brightspace.

Or you can buy a print version from Amazon.com

ISBN: 9780300199000

Brabham, Daren C. (2013). *Crowdsourcing*. MIT Press. This is available in its entirety for free through the Marist ebrary, or you can buy a print version from Amazon.com. To access the free version through Marist's library, go to: [https://ebookcentral-proquest-com.online.library.marist.edu/lib/marist-ebooks/ home.action](https://ebookcentral-proquest-com.online.library.marist.edu/lib/marist-ebooks/home.action). Then search for Crowdsourcing in the search bar.

You can access this through the Marist library and sign up for an account for eBook Central and/or use your Marist log in.

ISBN: 9780262518475

Schrier, K. (2021). *We the Gamers*. Oxford. This book can be found as an online ebook for a lower price at: [https://www.amazon.com/We-Gamers-Games-Ethics-Civics-ebook-dp-B092W4YCNV/dp/B092W4YCNV/ref=mt\\_other?\\_encoding=UTF8&me=&qid=1652749384](https://www.amazon.com/We-Gamers-Games-Ethics-Civics-ebook-dp-B092W4YCNV/dp/B092W4YCNV/ref=mt_other?_encoding=UTF8&me=&qid=1652749384)

If you want the paperback version, you can use Amazon. Or, this code for 30% off may still be active: ASFLYQ6 to be used at <https://global.oup.com/academic/product/we-the-gamers-9780190926113?cc=us&lang=en&#>

More about our class:

The most important thing to remember is that your engaged participation is vital to the learning process, as all of our communication and interactions will take place online. You will be responsible for checking into Brightspace regularly (at least every other day), checking your Marist email daily, engaging in class discussions in the forums, and completing any tasks or assignments.

This course will be very hands-on and will require you to work with a variety of interactive media (e.g., websites, games, videos) and some online programs. There is no technical experience required.

Otherwise, the most important thing to remember for this course is to be creative, take risks, and have fun!

And finally...

I am so excited and honored to be teaching you in your summer course. Some of you are still reeling from the past few years, so I want to make this course as FUN and relaxing as possible -- so you can still get some much-needed rest this summer!!!

If you have any questions or issues, I hope that you will email me at [karen.schrier@marist.edu](mailto:karen.schrier@marist.edu) or through Brightspace (just make sure to check it off so it goes to my email). If you email me, please note it may take up to 48-72 hours for a response. Thank you for your patience!

Take care,

Dr. Kat / Dr. Schrier

More about me...

Dr. Karen (Kat) Schrier (Dr Kat) (she/they) is Full Professor of Games & Interactive Media at Marist College and the Director of the Games and Emerging Media Program. She also directs the Play Innovation Lab. This is going to be her 14th year teaching full-time at Marist College, where she teaches courses in gaming, interactive media, and design. Dr. Schrier has over 20 years of experience creating, producing and designing media, and has worked at places like Nickelodeon, BrainPOP, WHO, and Scholastic. She recently published a book, *We the Gamers*, published by Johns Hopkins University Press, and she is the editor of a series of books, *Learning, Education & Games* published by Carnegie Mellon/ETC Press. Dr. Schrier received her doctorate from Columbia University, her masters from MIT and her bachelors from Amherst College.

**[Dr. Karen "Kat" Schrier](#)**

*Please call me Kat or Dr Kat (she/they)*

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