

# CULT 7004 GLOBAL DIGITAL FUTURES

**Credit Points** 10

**Legacy Code** 102412

**Coordinator** Brett Neilson ([https://directory.westernsydney.edu.au/search/name/Brett Neilson/](https://directory.westernsydney.edu.au/search/name/Brett%20Neilson/))

**Description** This subject explores how innovation in the digital era is transforming society on a global scale. Reflecting on examples drawn from around the world, students learn about the latest trends in communication, media, computing and the knowledge economy. Current and future directions are surveyed in the context of contemporary issues such as big data, digital identity and privacy, social media and crowdsourcing, gaming and visualisation, geographical information systems, virtual environments and artificial intelligence.

**School** Humanities & Comm Arts

**Discipline** Society and Culture, Not Elsewhere Classified.

**Student Contribution Band** HECS Band 4 10cp

**Level** Postgraduate Coursework Level 7 subject

**Equivalent Subjects** CULT 7007 - Text Media and Memory

## Restrictions

Students must be enrolled in a postgraduate or a research program.

## Learning Outcomes

On successful completion of this subject, students should be able to:

1. Think critically about the implications of using digital technology and methods for compiling, storing, displaying, and disseminating humanities data.
2. Articulate the influence of earlier media, such as photography and film, on communication, research and information design so that digital innovations can be viewed in a broader context.
3. Appraise new formats, genres and methods for the production of knowledge, ranging from the personal and experimental to the institutional.
4. Articulate key ways in which the concepts of identity and community are changing in the digital information age.

## Subject Content

The subject is structured around eight modules

1. Digital Futures
2. Data Politics and Algorithmic Governance
3. Digital Infrastructures - Data Centres and Undersea Cables
4. Artificial Intelligence/Machine Learning
5. High Frequency Trading and Flash Crashes
6. Contact Tracing
7. The Chinese Internet and the Digital Silk Road
8. Reverse Engineering

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/Group Task
Online Research and Learning Activities	Regular contribution to activities, totalling minimum 1,000 words	20	N	Individual
Oral Presentation	10 minutes	15	N	Individual
Project: a written work or a digital creative or critical work with an exegesis	3,000 words (or equivalent combination of digital work and written exegesis)	65	N	Individual

### Prescribed Texts

- Arthur, Paul Longley. History and New Media. London: Anthem Press, Scholarship in the Digital Age series, 2015.

### Teaching Periods