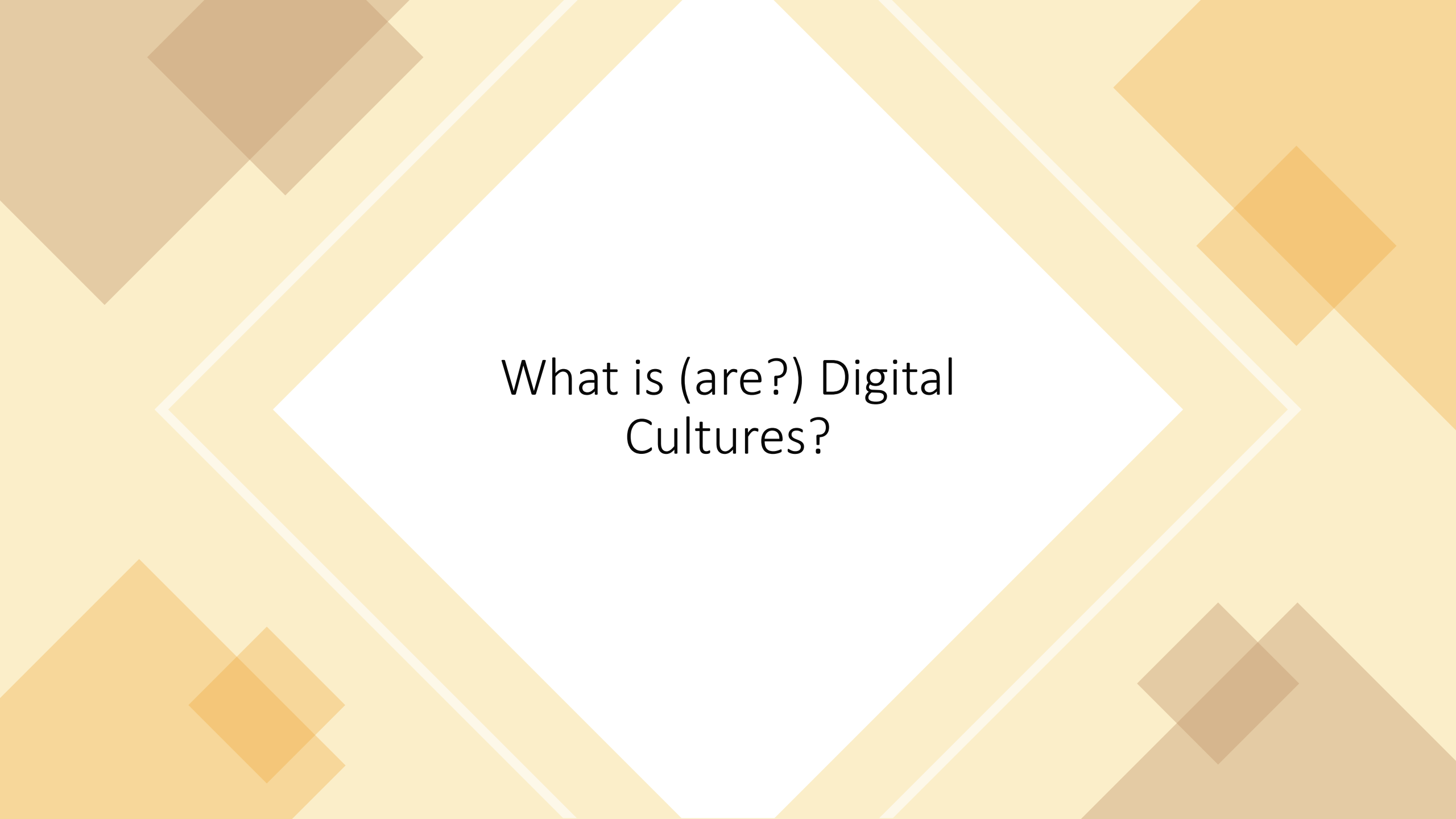# MA in Digital Cultures Open Day November 2020



- Prof dr Susan Schreibman, Director of Studies

madc-fasos@maastrichtuniversity.nl

@schreib100

# What is (are?) Digital Cultures?

# How to participate?



## WEB

**1** Connect to **www.wooclap.com/YKHBEG**

**2** You can participate

## SMS

**1** Not yet connected? Send **@YKHBEG** to **0970 1420 2908**

**2** You can participate

# Susan Schreibman, Professor of Digital Arts and Culture

Her research is at the the intersections of computationally-based teaching and research in the interplay of the digital archive, cultural innovation, and participatory engagement design, processes and projects.

A focus of her research is in the design, critical, and interpretative analysis of systems that remediate publication modalities and manuscript culture from the analogue world, while developing new born-digital paradigms.

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# Rebecca Haselhoff, Student Ambassador



My name is Rebecca Hasselhoff from Eindhoven in the Netherlands and I'm currently studying Media Studies: Digital Cultures at Maastricht University. Follow Rebecca's journey on Facebook: facebook.com/FASOSRebecca

Rebecca Hasselhoff
MA Media Studies Digital Cultures

# How to contact Rebecca

- Facebook: https://www.facebook.com/FASOSRebecca/
- Instagram: https://www.instagram.com/mediastudiesdigitalcultures/?hl=nl
- Website: https://www.maastrichtuniversity.nl/education/master/media-studies-digital-cultures

# Anna Ivanova, 2019-2020 Student Ambassador

## What we want you to come away with by the end of the course

| | |
|---|---|
| **Being** | a better author who can express yourself in multipole modalities |
| **Learn** | the power of having modalities work in harmony to express your message |
| **Be** | a more creative thinker/maker/practitioner |
| **Learn** | to collaborate in international teams |
| **Learn** | multiple frameworks for project management and team work |
| **Understand** | the theories and concepts of digital cultures |

# What we want you to come away with

Be a more savvy user and producer of new technologies
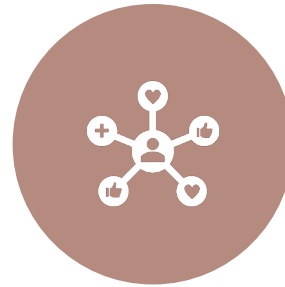
Understand and put into practice time/space/place/bodily interactions facilitated by digital technologies
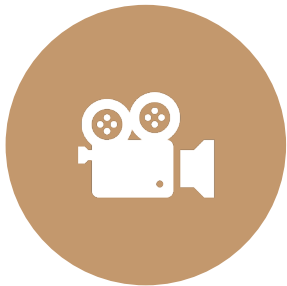
Learn skills: blogging, project mgt, 3D modeling, text analysis, audio editing , multimedia storytelling

Have the opporttunity through your thesis of exploring a topic in depth

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# Problem-Based Learning (PBL)

An instructional student-centered approach which uses real world problems as a context for students to:

- define their learning needs,

- conduct self-directed inquiry,

- integrate theory and practice,

- apply knowledge and skills to develop a solution to a defined problem.

• Message in a Bottle

# Problem & Project-based Learning

- Student centered, collaborative learning, enhancing the student's responsibility
- Experiencing and defining a problem, and finding the way out = research
- Students are considered active researchers

## PBL in the MA

- **Learning as a process:** students are encouraged to play an active role in the content of the course and direct their learning process. Tutors are seen as facilitators in real life research project and workshops. Freedom regarding the topics of research is given to the students throughout the programme (e.g. for presentations, written assignments and thesis topic).

- **Learning as a collaborative process**: mutual and shared understanding working towards a common goal is promoted in tasks such as our real life projects or group assignments (e.g. hands-on projects, reports, presentations).

- **Learning as a contextual process:** we believe in learning in relevant contexts. This is for example visible in our site visits, field trips, expert meetings and internships.

- **Learning as a constructive process:** the elaboration process is emphasized through discussions, debates, etc. This is particularly put into practice in seminars, workshops and interactive lectures as well as during expert meetings.

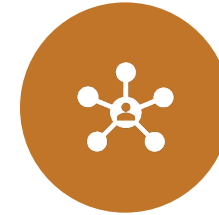# Our Teaching Philosophy
# (in addition to PBL)

**HANDS ON**

**THEORY BLENDS INTO PRACTICE**

**MAKER MENTALITY**

**PROJECT-BASED LEARNING**

**PRACTICE IS INFORMED BY THEORY**

**GROUP/TEAM WORK IS INTEGRAL TO WHAT WE DO**

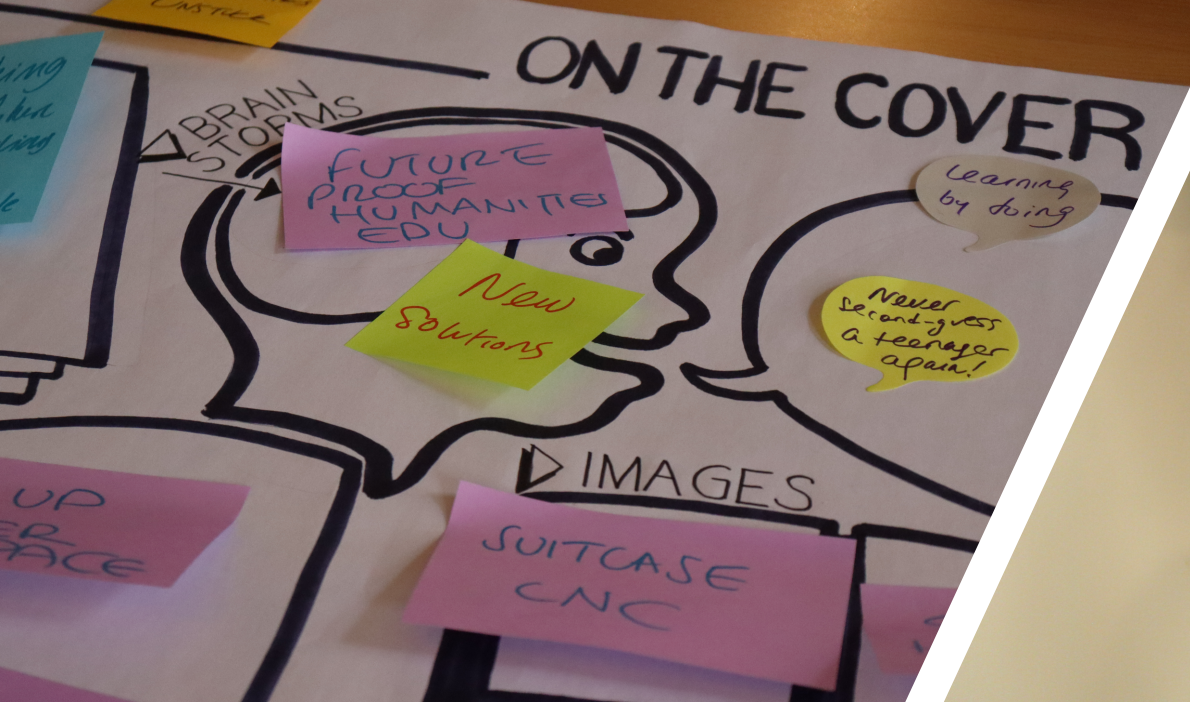**EXPERIMENTAL & INQUISITIVE**

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# Our Teaching Staff

- Joeri Bruyninckx
  - Assistant Prof in Science and Technology. His research focuses on the relations between technology, bodily experience and scientific knowledge.

- Ike Kamphof
  - Assistant Prof, Department of Philosophy. Her current research focuses on the relationship between aesthetic sensibility and ethical affect.

- Costas Papadopoulos
  - Assistant Prof in Digital Humanities and Culture Studies. His research spans the development of virtual worlds to interpret societies of the past, to the application of computational imaging to analyse material culture, to the use of digital ethnographic methods to evaluate digital pedagogy and interactive teaching method

- Claartje Rasterhoff
  - Assistant Prof in Cultural Policy and Management. In her teaching she combines approaches from arts and culture studies, urban studies and digital humanities. Her research interests include the history of (Dutch) cultural industries, communing and collective action, and the application of digital methods in humanities research.

# Our Teaching Staff

- Annika Richterich
  - Assistatnt Prof in Digital Cultures. Her  research explores social practices emerging in interaction with digital technology. With an educational background in sociology, media studies and economics, with a deep interest in empirically engaged and interdisciplinary approaches.
- Jacob Ward
  - Asst Prof in the History of Information. He is a historian of technology and politics, specifically information, communication, and associated technologies in modern Britain.
- Karin Wenz
  - Asst Prof in Literature and Art. Her recent research focuses on gaming culture (theorycrafting, modding and game art, machinima), death in digital games and hacking communities

MA Media Studies: Digital Cultures — Maastricht University

Home    About ⌄    Courses ⌄    Team    Student Projects ⌄    FAQs    Contact Us

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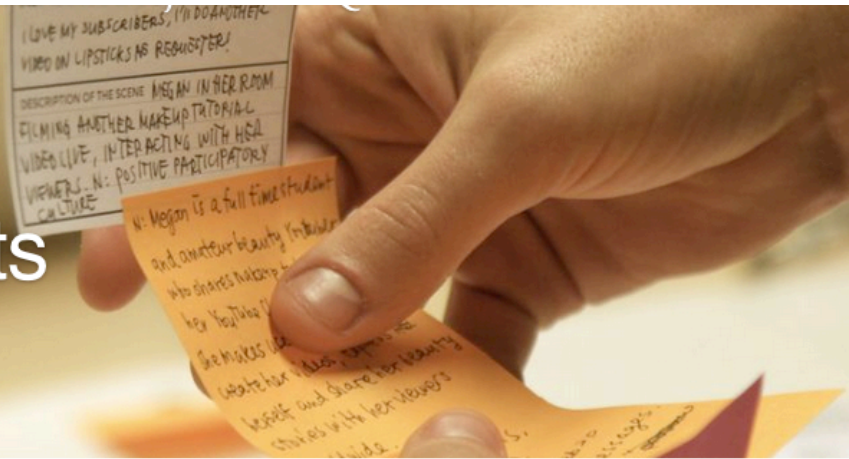Home

MA Digital Cultures Blog

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## Student Projects

MA Media Studies: Digital Cultures offers a nice mix of theoretical and practical approaches to learning. During the academic year 2019-2020, our students have worked on several projects where they combined theoretical knowledge of the field with practical aspects taught in skills sessions. Below, you can find links to audio narratives, animation videos, academic blogs, and other projects designed by the students.

An Idea of The Type of Work You Might Do

# Academic Schedule

- Autumn formal teaching terms
  - Sept-Oct; Nov-Dec
- Winter/Spring formal teaching terms
  - January; Feb-March
- From March-June
  - Thesis writing and additional writing skills
  - Internship/Thesis option & additional writing skills
- Group Internship Option (university wide)
  - Premium (Jan-May)

# Transformations in Digital Culture

Coordinator: Karin Wenz

- What are the major trends and dynamics in the present-day media landscape?
- What is the impact of these trends on culture and society?
- What is the effect on information politics?

- central concepts in the field of digital cultures and digital sociology
- discussions around digital technologies, their social aspects and information politics
- academic skills/methods: PBL, academic writing, qualitative interview
- digital skills: blog design

# Real Virtualities
Coordinator: Ike Kamphof

- How do new media affect our experience of reality?

- How about our sense of the 'here and now'?

- Can we still distinguish between reality and virtuality, or is everything taken up in the hyperreal media sphere?

- How can we analyze mixed realities?

- To introduce you to helpful concepts and arguments from key philosophical texts, sounding out their role in contemporary cultural debates and practices.

- To train you in phenomenological description, and the analysis of your experience of selected media applications.

- To practice description and analysis in a blog post (analogue lab) and an essay.

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# Design Thinking & Maker Culture Instructors: Susan Schreibman & Claartje Rasterhoff

- How can we harness new methods to help solve complex problems in today's society

- Learn to apply a solution-based approach to problem solving

- Learn to frame problems through a user-centric lens, applying an iterative feedback loop for prototyping, testing, and development

- Learn to employ the maker culture (a technology-based extension of DIY) in which the ethos of tinkering, game design and hacking are explored to create digital products

- design thinking and maker culture as a creative and critical practice

- design-thinking and visual-thinking skills

- design thinking in the making of a podcast

- project management tools & techniques in creative & cultural production

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# Machines of Knowledge

**Instructors**
Costas Papadopoulos & Jacob Ward

- Understand the transformation of the World Wide Web
  - from an information space to a series of dynamic knowledge sites
  - in how content is generated, shared, and delivered, circulated raising issues on the ethics and challenges of creating, curating, and preserving digital content
  - & changing user expectations

- Understand
  - Understand how web presences have become more dynamic, integrate greater multimodality, interactivity (with increasing user-generated content)

- Learn
  - Text analysis

- Be
  - Be aware of who and how the digital narrative is shaped in terms of value, memory, power, and representation

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## Creating Digital Collections I/II
Coordinators: Papadopoulos & Schreibamn

- Taking a practice-based, maker approach students will create a digital collection

- As a team, all aspects of the collection will be designed by the students

- This year's project will be to create a 3D collection of objects associated with Covid

- To apply design thinking and maker culture to the creation of a digital collection

- To be cognizant of audiences & stakeholders

- To be aware of the narrative being created in the design and presentation of artefacts

- To understand that no narratives are neutral: be aware of what are we saying (however intentional/unintentional) about past cultures / our own time & our place in the trajectory of history

- To situate this collection within a conversation of other similar artefacts/collections/ narratives

## Last Year's Project

# Research Design

Coordinator: Annika Richterich

| | |
|---|---|
| Recapitulating | concepts, theories and methods |
| Preparing | individual research |
| Supporting | the search for a topic and research question |
| Writing | a research plan |

# Two Tracks

## MA thesis

- research plan + thesis

## Research internship

- research plan + internship thesis + internship + internship report (April and May 2020)

# We Practice What We Preach Blogs and Blogging

## Each Student Maintains a Professional Blog

- Most modules assign a blog post as part of the assessment critera
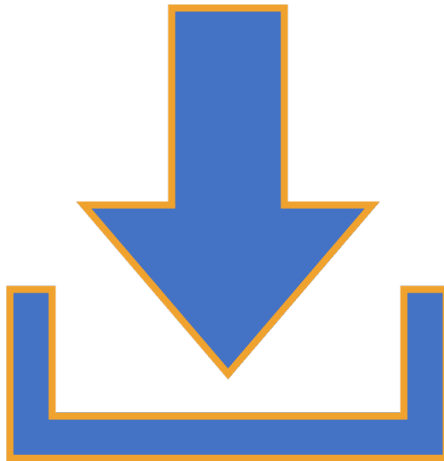
## Why a Blog?

- Easy to set up
- Easy to Maintain
- Important to begin to create a professional profile
- Important to learn to write for the WWW
- Provides the opportunity to design a blog
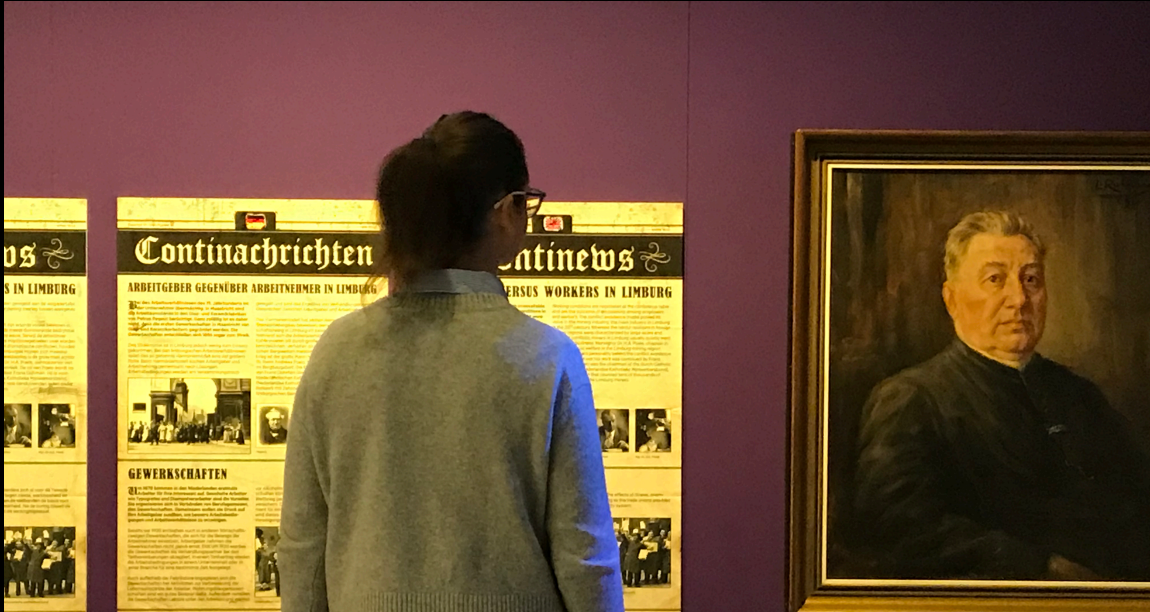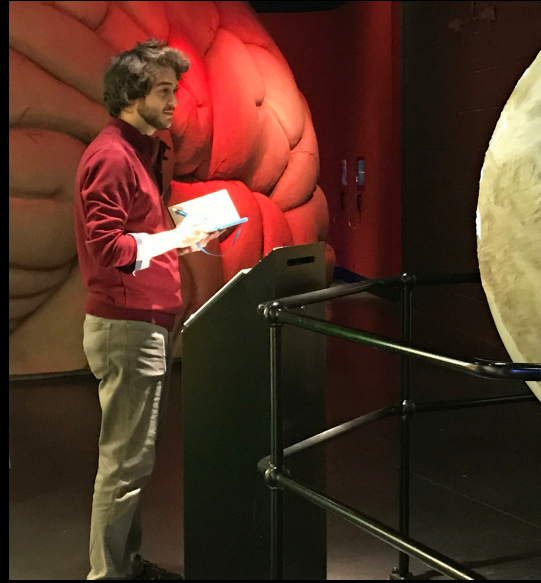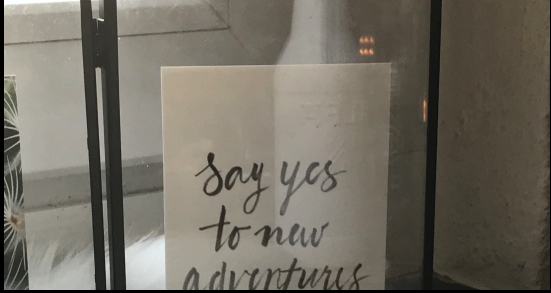- Learn the important of design working in concert with content

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# Contact Information MA in Digital Cultures

- Madc-fasos@maastrichtuniversity.nl
- Course Blog
  - http://blogs.fasos.maastrichtuniversity.nl/digitalcultures-MA/
- UM Course Pages
  - https://www.maastrichtuniversity.nl/education/master/media-studies-digital-cultures

- Rebecca
  - Website: https://www.maastrichtuniversity.nl/education/master/media-studies-digital-cultures
  - Facebook: https://www.facebook.com/FASOSRebecca/
  - Instagram: https://www.instagram.com/mediastudiesdigitalcultures/?hl=nl

# Further Information

- Media Studies: Digital Cultures: https://www.maastrichtuniversity.nl/education/master/media-studies-digital-cultures/requirements

- Scholarships: https://www.maastrichtuniversity.nl/support/your-studies-begin/coming-maastricht-university-abroad/scholarships

- Tuition fees: https://www.maastrichtuniversity.nl/support/your-studies-begin/tuition-fees

- Download brochure: https://drive.google.com/file/d/1ZhCdQZRVlc7y5l-wSmWNnVbaYSJMITDY/view

Questions?