

Chesapeake Project: Integrating Sustainability Across the Curriculum



HDCC106 - Introduction to Digital Cultures and Creativity / "Cultures" Lab
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This required introduction to the Digital Cultures and Creativity program examines the history of creative digital expression from the invention of computers in the mid-20th century through the Web 2.0 landscape of today (and beyond). HDCC106 is the second part of a two-course sequence that is completed by all DCC students during their first year. Students learn to use new media technologies, explore the cultural context in which they were first imagined, and explore examples of creative works that exploit the unique opportunities the digital medium offers. Historical and theoretical insights are applied by actively considering issues of ethics, aesthetics, and community as they are manifest in the contemporary globalized cultures of the Web, including popular social networking sites such as YouTube, Flickr, Facebook, and Twitter, virtual worlds, computer games, and online reference tools such as Wikipedia. This is coupled with a practical introduction to developing new tools and applications for platforms such as PCs, phones, or tablet computers.

This course is aggressively interdisciplinary, coupling hands-on experimentation with a curriculum designed to focus awareness on the historical, theoretical, and cultural contexts in which digital creativity happens. Therefore, an integral component of HDCC106 consists of the lab section. Students have the opportunity to focus on either the "digital," on "culture" or on "creativity." Along with dialogue and discussion each lab will provide an introduction to the Adobe Creative Suite.

The "Cultures" Lab was specifically developed in response to the Chesapeake Project. Students will identify their own assumptions and values about emerging technologies and understand the underlying political, social, environmental, and ethical dimensions in these assumptions. Through creative and experimental projects students will explore how digital technologies shape and/or reflect culture. In particular, specific focus will be given on issues regarding the sustainability of digital technologies and on developing a long-term approach toward design. Students will explore ideas of biomimicry, planned obsolescence, e-topia and digital ecology. In addition, case studies of artists, architects, educators and designers working with these ideas will be highlighted.