

# DIA

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## Digital Arts

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### **DIA 207: Digital Media: History and Theory**

An introduction to historical and theoretical issues in digital media. Following discussion of basic concepts in studying digital media, the course focuses on examining the history of computer technologies, and their theoretical implications and cultural ramifications in the present. This course is offered as ARH 207 and DIA 207.

*3 credits*

### **DIA 396 - H: Video and Computer Game History**

The course examines video/computer games as historical artifacts while studying the processes of writing/documenting the history of videogames. Students will engage with histories of gaming companies and platforms, game designer memoirs, fiction, criticism, game analysis, theoretical writing, descriptive historical accounts, preservation practices, and ephemeral forms of historic documentation. Students will also have hands-on access to various console games from the 1970s to the present. This course is offered as both CCS 396 and DIA 396.

*Prerequisite: CCS 101 or ARH 207/DIA 207;  
Satisfaction of DEC B or DEC D*

*3 credits*

### **DIA 397 - H: Video and Computer Game Culture**

The course critically examines videogames within cultural, social, and political contexts. It will showcase the interaction between technology and culture and society by examining videogames in terms of play and game play, racial and gendered representation, racism and sexism, games in a global context of online play, power-relations between gamers, violence and moral panics, and military propaganda. This course is offered as both CCS 397 and DIA 397.

*Prerequisite: CCS 101 or ARH 207/DIA 207;  
Satisfaction of DEC B or DEC D*

*3 credits*