

# DIA

## Digital Arts

### DIA 207: Technologies of Representation

An introduction to the dynamic relationship between technology and the ways we see and represent the world, and the historical, cultural, and theoretical issues raised by technologies of representation, including print; photography; film; sound and computational media. This course is offered as ARH 207 and DIA 207.

**DEC:** D

**SBC:** ARTS, TECH

3 credits

### DIA 396: 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; one D.E.C. B or HUM course or D.E.C. D or ARTS course*

**DEC:** H

**SBC:** STAS

3 credits

### DIA 397: 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; one D.E.C. B or HUM course or D.E.C. D or ARTS course*

**DEC:** H

**SBC:** STAS

3 credits

### DIA 444: Experiential Learning

This course is designed for students who engage in a substantial, structured experiential learning activity in conjunction with another class. Experiential learning occurs when knowledge acquired through formal learning and past experience are applied to a "real-world" setting or problem to create new knowledge through a process of reflection, critical analysis, feedback and synthesis. Beyond-the-classroom experiences that support experiential learning may include: service learning, mentored research, field work, or an internship.

*Prerequisite: WRT 102 or equivalent; permission of the instructor and approval of the EXP+ contract ([http://sb.cc.stonybrook.edu/bulletin/current/policiesandregulations/degree\\_requirements/EXPplus.php](http://sb.cc.stonybrook.edu/bulletin/current/policiesandregulations/degree_requirements/EXPplus.php))*

**SBC:** EXP+

S/U grading