WHY MAJOR IN DIGITAL CULTURES?

The Digital Cultures major allows students to develop expertise in recent developments in digital cultures.

The Digital Cultures Program puts intelligent, interactive, mobile and networked technologies into context, drawing on media studies, sociology, history, philosophy, cultural studies, games studies and cyberculture studies.

The program combines face-to-face coursework with exercises in computer labs using web production tools, social software, blogs and wikis.

HOW SHOULD I PLAN MY ENROLMENT?

In 2014, for a major in Digital Cultures, students must complete 36 senior credit points including the following:

- At least 24 credit points from core Digital Cultures senior-intermediate (2000 level) and senior-advanced (3000 level) units of study.
- The compulsory senior-advanced core unit ARIN3620 Researching Digital Cultures.

There are no junior units in Digital Cultures. Completion of 18 junior credit points, taken from any of the following will admit you into senior units of study: Anthropology, Art History, Computer Science, Design Computing, English, Gender and Culture Studies, History, Information Systems, Information Technology, Linguistics, Media and Communications, Psychology and Sociology.

Senior-intermediate (2000 level) units of study are designed to offer an overview of an area, genre or disciplinary problem, giving you an opportunity to survey and consolidate knowledge and skills in Digital Cultures. Senior-advanced (3000 level) units are advanced level units in Digital Cultures that should be taken in the third year of your major.

Senior-intermediate core Digital Cultures units of study:
ARIN2610 Web Transformations
ARIN2620 Cyberworlds
ARIN2630 Digital Arts
ARIN2640 Games and Play

Senior-advanced core Digital Cultures units of study:
ARIN3610 Technology and Culture
ARIN3620 Researching Digital Cultures
As part of your major you can replace up to 12 senior credit points with electives listed in the Digital Cultures unit of study table. Please note that you cannot replace the compulsory core unit ARIN3620 Researching Digital Cultures.

**SAMPLE PATHWAY THROUGH DIGITAL CULTURES MAJOR**

<table>
<thead>
<tr>
<th>1ST YEAR</th>
<th>SEM ONE</th>
<th>Junior unit from subject areas listed above</th>
<th>Junior unit from subject areas listed above</th>
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<th>Junior unit</th>
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<tr>
<td>SEM TWO</td>
<td>ARIN2610 Web Transformations</td>
<td>Junior unit</td>
<td>Junior unit</td>
<td>Junior unit</td>
<td>Junior unit</td>
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| 2ND YEAR | SEM ONE | ARIN2620 Cyberworlds                        | ARIN2640 Games and Play                    | Senior unit                                | Senior unit |
| SEM TWO  | ARIN2630 Digital Arts                       | Senior unit                                | Senior unit                                | Senior unit                                | Senior unit |

| 3RD YEAR | SEM ONE | ARIN3610 Technology and Change               | Senior unit                                | Senior unit                                | Senior unit |
| SEM TWO  | ARIN3620 Researching Digital Cultures        | Senior unit                                | Senior unit                                | Senior unit                                | Senior unit |

As part of your major you can replace up to 12 senior credit points with electives listed in the Digital Cultures unit of study table. Please note that you cannot replace the compulsory core unit ARIN3620 Researching Digital Cultures.

**ELECTIVES AVAILABLE IN 2014:**

- DECO2010 Designing Social Media
- DECO2102 Interactive Multimedia Design
- ENGL2652 Modern Rhetoric
- GCST2612 Youth Cultures
- GCST3604 Cultural Theory
- HSTY2602 Tablet to iPad: A History of Information
- LNGS2613 Computer Applications in Linguistics
- LNGS3608 Computers, Discourse, Language
- SCLG2610 Science, Technology and Social Change
- SCLG2628 Surveillance and Society

For further information, see: sydney.edu.au/arts/digital_cultures