

City University of Hong Kong

**Information on a Course
offered by School of Creative Media
with effect from Semester A in 2010 / 2011**

This form is for completion by the Course Co-ordinator. The information provided on this form will be deemed to be the official record of the details of the course. It has multipurpose use: for the University's database, and for publishing in various University publications including the Blackboard, and documents for students and others as necessary.

Please refer to the Explanatory Notes attached to this Form on the various items of information required.

Part I

Course Title: Subversive Computing and Tactical Media

Course Code: SM2263

Course Duration: One semester (13 weeks)

No. of Credit Units: 3

Level: A2/B3

Medium of Instruction: English

Prerequisites: (*Course Code and Title*) SM1204 Fundamentals of Programming I

Precursors: (*Course Code and Title*) Nil

Equivalent Courses: (*Course Code and Title*) Nil

Exclusive Courses: (*Course Code and Title*) Nil

Part II

1. Course Aims:

Computing and communication are essential parts of our daily life. Technology promises us a better future with capitalistic impression of productivity, efficiency, etc. In the majority of our education, students are trained to approach and deploy computing technology with those guidelines or principles. Behind these technologies, there is a sophisticated mechanism of technical and cultural control concerning ownership, governance, development, distribution and use of these technologies. The goal of the course is to gain a critical understanding of current subversive computing and tactical media theory and to overview some artists and art collectives' ideas and works, to see how they employ strategies of appropriation or intervention into the evolving forms of new media to question existing contexts of production and reception. Students are expected to acquire a critical insight of the social implication of information and communication technology and to experiment on alternative treatments of it.

2. Course Intended Learning Outcomes (CILOs)

(state what the student is expected to be able to do at the end of the course according to a given standard of performance)

Upon successful completion of this course, students should be able to:

No.	CILOs	Weighing (if applicable)
1.	Identify alternative use of computing and communication technologies in contemporary arts.	
2.	Describe and theorize the development of information and communication technology originated from governmental bodies, corporations and open source communities.	
3.	Analyze the social and political issues of developing and deploying technology in contemporary society.	

3. Teaching and Learning Activities (TLAs)

(designed to facilitate students' achievement of the CILOs)

Indicative of likely activities and tasks designed to facilitate students' achievement of the CILOs. Final details will be provided to students in their first week of attendance in this course.

ILO No	TLAs	Hours/weeks (if applicable)
CILO 1	Screening, demonstration and discussion of selected media artworks.	
CILO 2	Technical workshops on computing and networking.	
CILO 2, 3	Workshops and discussions with local media activists.	
CILO 3	Guest lecture on the topic of intellectual property law by professional lawyer.	

4. Assessment Tasks/Activities

(designed to assess how well the students achieve the CILOs)

Indicative of likely activities and tasks designed to facilitate students' achievement of the CILOs. Final details will be provided to students in their first week of attendance in this course.

ILO No	Type of assessment tasks/activities	Weighting (if applicable)	Remarks
CILO 1, 2	Visualization assignment on data privacy.	40%	
CILO 1, 3	Small scale action research project on the issues of technology.	60%	

5. Grading of Student Achievement: Refer to Grading of Courses in the Academic Regulations and to the Explanatory Notes.

100% coursework

Grading and assessment will be made according to students' individual assignments, participation, etc.

Grading pattern: Standard (AA-...F)

Part III

Keyword Syllabus:

- Computer virus and worm
- Cyberpunk
- Human computer interaction
- Hacking
- Cyberfeminism
- Intellectual property
- Data privacy
- Hacktivism
- Surveillance
- Culture jamming
- Open source/free software
- Copyleft

Recommended Reading:

Books

1. Nato Thompson and Gregory Sholette, *The interventionists : users' manual for the creative disruption of everyday life*, MASS MoCA ; Cambridge, Mass. : Distributed by the MIT Press, c2004
2. Tim Jordan and Paul A. Taylor, *Hacktivism and cyberwars : rebels with a cause?* London ; New York, N.Y. : Routledge, 2004
3. Lynn Booth and Jill Sharpe, *Culturejam DVD: hijacking commercial culture*, New York, NY : First Run/Icarus Films, 2006
4. Critical Art Ensemble, *Digital resistance : explorations in tactical media*, New York : Autonomedia, c2001

Online Resources:

<http://www.neural.it/>
<http://www.disinfo.com/content/>
<http://www.hacktivist.net/>
<http://www.critical-art.net/>
<http://www.eff.org/>
<http://www.fsf.org/>

Returned by:

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Date: May 2010