This course surveys the historical and theoretical contexts of interactive media. Through exploring an expansive set of interactive modalities, and considering the cultural practices and critical interpretations related to these modalities, we will develop an understanding of how contemporary media may be used to create complex participatory and immersive experiences. As we contemplate interactive dynamics in such arenas as games, theatre, advertising, art, and online forums, we will place particular emphasis on the functions of narrative, play, and space. Our critical engagement with interactive media will be complemented by the technical and aesthetic insights of guest practitioners and scholars drawn from design, computing, and media sectors.