Emotion in Digital Culture
IML 419

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Course Description

IML 419: Emotion in Digital Culture is an interdisciplinary and project-based course that will examine emotions in relation technology, digital culture and the human experience. The course will examine multiple disciplinary understandings (neuroscience, psychology, cultural studies, media studies, history, and computer science to name a few) of emotion and consider how each offers insight and critique of society, digital culture and personal experience.
Students will also explore tracking emotional well-being with apps and wearables to experience developments in body-borne computing and issues in the quantified self movement in order to design their own ideas for emotion-tracking apps, wearables and other tangible computing objects. The course will also question the role of emotions and technology in relation to social change, consider how emotions can signify and subvert power structures, and ask what role new technologies, emotions and digital culture can play in making the world a better place. Students will be asked weekly to design ideas and prototypes for technologies around emotion in relation to different course topics and will develop a final project of their choice in consultation with the professor. No prior experience or prerequisite is required.

Required Reading

- Assorted readings on course moodle
- Dylan Evans, *Emotion: A Very Short Introduction*, Oxford University Press, 2001.
- Excerpts from Rafael A. Calvo, *Positive Computing*, MIT Press, 2014. (Available as electronic resource on USC Homer)
- Excerpts from Rosalind Picard, *Affective Computing*, MIT Press, 1997. (Available as electronic resource on USC Homer)

Grading Breakdown

- Participation / 10%
- Reflections and In-class Design Challenges / 15%
- Mood app and Wearable Review / 20%
- Arduino Exercises / 15%
- Final Project prospectus / 10%
- Final Project 30%

Policies

Statement on Academic Conduct and Support Systems
Academic Conduct:
Plagiarism – presenting someone else's ideas as your own, either verbatim or recast in your own words – is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in *SCampus* in Part B, Section 11, "Behavior Violating University Standards" https://policy.usc.edu/scampus-part-b/.   Other forms of academic dishonesty are equally unacceptable. See additional information in *SCampus* and university policies on scientific misconduct, http://policy.usc.edu/scientific-misconduct.

Support Systems:

Student Counseling Services (SCS) - (213) 740-7711 – 24/7 on call
Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention.
https://engemannshc.usc.edu/counseling/

National Suicide Prevention Lifeline - 1-800-273-8255
Provides free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week. http://www.suicidepreventionlifeline.org

Relationship and Sexual Violence Prevention Services (RSVP) - (213) 740-4900 - 24/7 on call
Free and confidential therapy services, workshops, and training for situations related to gender-based harm. https://engemannshc.usc.edu/rsvp/

Sexual Assault Resource Center
For more information about how to get help or help a survivor, rights, reporting options, and additional resources, visit the website: http://sarc.usc.edu/

Office of Equity and Diversity (OED)/Title IX Compliance – (213) 740-5086
Works with faculty, staff, visitors, applicants, and students around issues of protected class.
https://equity.usc.edu/

Bias Assessment Response and Support
Incidents of bias, hate crimes and microaggressions need to be reported allowing for appropriate investigation and response. https://studentaffairs.usc.edu/bias-assessment-response-support/

The Office of Disability Services and Programs
Provides certification for students with disabilities and helps arrange relevant accommodations.
http://dsp.usc.edu

Student Support and Advocacy – (213) 821-4710
Assists students and families in resolving complex issues adversely affecting their success as a student EX: personal, financial, and academic. https://studentaffairs.usc.edu/ssa/
Diversity at USC
Information on events, programs and training, the Diversity Task Force (including representatives for each school), chronology, participation, and various resources for students. https://diversity.usc.edu/
USC Emergency Information
Provides safety and other updates, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible, http://emergency.usc.edu
USC Department of Public Safety – 213-740-4321 (UPC) and 323-442-1000 (HSC) for 24-hour emergency assistance or to report a crime.
Provides overall safety to USC community. http://dps.usc.edu

PLEASE NOTE:
FOOD AND DRINKS (OTHER THAN WATER) ARE NOT PERMITTED IN ANY INSTRUCTIONAL SPACES IN THE CINEMATIC ARTS COMPLEX

Fair Use and Citation Practices
Fair use is a legal principle that defines certain limitations on the exclusive rights of copyright holders. Media Arts + Practice seeks to apply a reasonable working definition of fair use that will enable students and instructors to develop multimedia projects without seeking authorization for non-commercial, educational uses. Four factors that should be considered

when determining whether a use is fair: (1) the purpose and character of use, (2) the nature of the copyrighted work, (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole, and (4) the effect of the use upon the potential market for or value of the copyrighted work. In general, we regard the reproduction of copyrighted works for the purposes of analysis or critique in this class to be covered by the principle of fair use.

All projects will need to include academically appropriate citations in the form of a Works Cited section, which covers all sources, in order to receive a passing grade. The Works Cited is either included in the project or as a separate document, as appropriate to your project. There are several different citation styles and practices; please ask your professor(s) what style manual s/he would prefer.

Weekly Topic Schedule

Please check the course wiki for weekly assignments

Week 1: Introduction

Week 2: Emotions—How do we understand them?

Week 3: Affective Computing

Week 4: Affective Computing, etc.

Week 5 : Emotions, Wearables, Embodied Knowledge and the Quantified Self

Week 6: Emotions, Wearables, Embodied Knowledge and the Quantified Self, cont.

Week 7: Emotions, Wearables and the Quantified Society

Week 8: Emotion Cultural Studies, Emotion History and Technology

Week 9: Emotion Management, Labor and Technology

Week 10: Outlaw Emotions, Technology and Social Change

Week 11: Case Study--Empathy Online

Week 12: Case Study--Love Online

Week 13: Project Development

Week 14: Project Development

Week 15: Project Development

Finals Week