In this course, we will examine the history, aesthetics, and cultural implications of interactivity through media. Pursuing a spectrum of interactive modes and technologies—cinematic, literary, ludic, transmedial—we will consider the ways in which interactive media work to mobilize creativity and extend individual and collective agency. Our exploration will involve critical analyses of media artifacts including films, television shows, arts exhibitions, games, and virtual/immersive experiences; we will be particularly interested in the ways in which these artifacts simultaneously produce and are produced by the cultural contexts within which they are situated. We will also experience, play, and create interactive media works, and discuss practices in the field with industry, academic, and artistic specialists.