Digital Arts and Humanities Courses
Taught at Indiana University, Bloomington
Created Nov. 2012

We have tried to make this a comprehensive list of courses that are currently or have been taught at IU. Check with individual departments or the university calendar to confirm whether a particular class is currently being taught. Feel free to contact us with courses that ought to be included in this list.

Business
• Undergrad and MBA level courses in digital and social marketing
• Educause ELI 2008 Podcast: Second Life and Virtual Worlds – An Approach to Active Learning
• M 432 - Digital Marketing

Communication & Culture
• C190 - Introduction to Media
• C337 - New Media: History and Contemporary Experiences of New Media
• C420 - Media History, From Orality to the Internet
• C506 - Methods of Media Research
• C620 - Media, Politics, and Power: Ethnographic Approaches to New Media: Configuring the Object of Analysis in New Media Research

Fine Arts
• D210 - Digital Art: Survey & Practice: A beginning class on digital media's role in world of art production and reception.
• D310 - Interactive Multimedia: Class focuses on art studio practice using digital media alone or with traditional art practices, with an emphasis on creative and conceptual approaches to the merging of art and technology.
• D317 - Video Art: Techniques of generating and editing digital imagery, sound and video.
• D318 - 3D Computer Graphics
• D410 - Advance Multimedia
• D411 - BFA Digital Art Seminar
• D412 - BFA Digital Art
• D 418 - Computer Graphic Environment: Intermediate-level production course. Students investigate user interface, 3-D graphic environments, content creation, perception, interaction, and narrative and non-narrative performance
• D510 - Digital Art: Advanced Practice
• D511 - Graduate Digital Art
• G810 - MFA Thesis in Digital Art
• N130 - Digital Imagery for Non-majors
• S200 – Drawing in the Digital Age
• U301/U401/501 – Computer Modeling & Fine Art
Geography
- G538 - Geographic Information Systems
- G539 - Advanced Geographic Information Systems

History
- H650 - History and the New Media (Digital History)

Informatics & Computing
- B555 - Machine Learning
- C325/C625/I399/K492 - Health Technology and Aging Purpose: learning about technology and aging (2007)
- I310 - Multimedia Arts and Technologies
- T100 - Introduction to Informatics and Computing
- I202 - Social Informatics
- I300 - Human-Computer Interactions
- I310 - Multimedia Arts and Technology
- I400 - Geographies of Technology
- I400/I590 - Human-Robot Interaction (Homepage)
- I453/I590 - Computer and Information Ethics: Include pervasive computing, valuesensitive design, and the philosophical foundations of computing ethics.
- I502 - Experience Design
- I541 - Human-Computer Interaction Design I
- I542 - Foundations of HCI
- I543 - HCI Design and Evaluation Methods
- I545 (Music N364/N564) - Music Information Representation, Search, and Retrieval
- I546 - Music Information Processing: Symbolic
- I547 - Music Information Processing: Audio
- I548 (Music N560) - Introduction to Music Informatics
- I590 - Interaction Culture
- I590 - Geographies of Technology
- I590 - Advanced Prototyping
- I609 - Advanced Seminar I in Social Informatics
- I641 - Ethnography of Information
- I651 - Ethnography of Information
- I690 - Cybernetics and Revolution
- P535 - Pervasive Computing. Graduate course with team projects focused on technology in the homes of elders.

Journalism
- J110 - Foundations of Journalism and Mass Communication
School of Library and Information Science (SLIS)
SLIS digital libraries specialization with related courses:
http://www.slis.indiana.edu/degrees/joint/dls.php
- S503 - Representation and Organization
- S510 - Introduction to Information Science
- S513 - Organizational Informatics
- S514 - Social Aspects of Information Technology: The objective of this course is to help students think critically and constructively about information and communication technology and its relationship to work, leisure, and society at large. This course covers a series of concepts and analytical devices as well as empirical case studies related to social consequences of information and communication technology when it is shaped and used by individuals, public agencies, and businesses.
- S516 - Human-Computer Interaction: Examines the human factors associated with information technology and seeks to provide students with knowledge of the variables likely to influence the perceived usability, and hence the acceptability, of any information technology. In so doing it will enable students to progress further towards specialist work in the important field of human-computer interaction.
- S518 - Communication in Electronic Environments
- S519 - Evaluation of Information Systems
- S532 - Information Architecture for the Web: Focuses on web site development. Students study information architecture as an approach for site organization and design, and learn about project management for complex web development tasks. In lab sessions, students work with advanced markup languages and scripting and develop sites, typically for real clients
- S533 - Online Searching
- S542 - International Information Issues
- S543 - Computer-Mediated Communication: Computer-mediated communication (CMC) is human-to-human interaction via computer networks such as the Internet. This course examines potentials and constraints of several types of CMC, and considers how content and dynamics are influenced by the systems' technical properties and the cultures that have grown up around their use.
- S544 - Gender and Computerization
- S603 - Workshop in Library and Information Science
- S604 - TOPIC: Social Networking
- S604 - Social Media Mining
- S637 - Information Visualization
- S641 - Computer-Mediated Discourse Analysis: Computer-mediated discourse analysis (CMDA), applies theories from linguistic discourse analysis, pragmatics,
ethnomethodology, and semiotics in the analysis of discourse -language and language use - in computer-mediated communication. This course provides hands-on experience in applying empirical analytical methods, and in interpreting the results.

- **S652 - Digital Libraries**
- **S657 - Digital Humanities**: An introduction to the use of information technology in literary and humanistic study, surveying the field of digital humanities, or humanities computing as it is sometimes called, from electronic scholarly editing, to the computational analysis of style, theme, and structure, to considerations of the cultural impact of information technology on scholarly discourse, publishing, and the academy. We will also study several specific technologies in detail, including eXtensible Markup Language (XML) and the Text Encoding Initiative. Students will be expected to generate critical work on subjects related to digital humanities and to perform some hands-on exercises using technologies common in digital humanities research.

- **S661 - Concepts and Contemporary Issues in Human-Computer Interaction**
- **S662 - Interface Design for Collaborative Information Spaces**

**Linguistics**

- **L515 - The Computer and Natural Language**
- **L545 - Computation and Linguistic Analysis**
- **L555 - Programming for Computational Linguistics**
- **L615 - Corpus Linguistics**
- **L646 - Natural Language Processing**
- **L700 & L715 - Computational Linguistics Seminars**

**Jacobs School of Music**

- **K361/Z361/N561 - Introduction to MIDI and Computer Music**: Geared for those with little prior technical training and offered to music majors (K361), non-music majors (Z361), and graduate students (N561), this course is taught in the Music Library's extensive state-of-the-art MIDI facilities.
- **K403/K503 - Electronic Studio Resources I**: An introduction to the computer music studio, designed for those with some background in music composition. Topics include the use of microphones and mixers, digital recording and editing, MIDI sequencing, sampling, and classic analog synthesis.
- **K404/K504 - Electronic Studio Resources II**: A continuation of K403/K503, including digital sampling, advanced synthesis techniques, video synchronization, interactive software design, and a comprehensive study of the literature and styles of the classic tape studios, as well as recent literature and trends in computer music.
- **K406/K506 - Projects in Electronic Music**
- **K509 - Seminar in Computer Music**: Study of advanced topics in computer music, including direct digital synthesis, acoustic research, interactive composition and video topics.
- **N569 - Independent Research in Music Information Technology**
- **U200 - Special Projects in Technology**
• **Z120** - Music in Multimedia: Provides an overview in media production including interactive and linear media, multitrack, waveform and digital video editing, and DVD production.

**Psychology**
• P533 - *Introduction to Bayesian Data Analysis I*
• P534 - *Introduction to Bayesian Data Analysis II*

**Sociology**
• S101 - *Social Problems: Media and Society*
• S554 - *Statistical Techniques in Sociology I*
• S651 - *Topics in Quantitative Sociology: Multivariate Data Analysis*

**Telecommunications**
• **T101** - Media Life: Teaching to the Digital Generation: Course looks at the role of (electronic, new) media in everyday life, taking the perspective of the media user as producer, focusing much more on the process of making and distributing (life, careers, identities, and creative works in) media, than on our skills and competences as consumers of media. We also aim to look beyond the technologies and effects of media, instead articulating the complex and recombined relationship between people's personal wants and needs and the structure of our current media landscape.
• T160 - Videogames: History and Social Impact
• T206 - *Intro to Design & Production*: introduction to visual storytelling strategies and production techniques
• T260 - *The Videogame Industry*
• T283 - Production Techniques & Practices: introductory hands-on production course with units in studio and field production
• T284 - *Intro Interactive Media Design*, also as a *Summer Session*
• T351 - Video Field Production: Intermediate hands-on course in videography and post-production *(Summer 2012)/(Spring 2012)*
• T353 - Audio Production
• T354 - Program Graphics & Animation: *(Spring 2012)*
• T356 - TV Studio Production: *(Fall 2012)*
• T361 - Flash-Games & Interactive Media
• T364 - Introduction to 3D Digital MDLG/Animation
  • T367 - Theory & Practice/Game Design
• T369 - *Sound Design*
• T413 - Global Media Issues
• T431 - Documentary: Examines non-fiction stories & how producers & directors develop content & style
• T435 - Documentary: hands-one course that produces half-hour PBS style documentaries
• **T436** - Advanced Production Workshop: *Digital Video Cinematography (Fall 2012)*
• T436 - Reality TV In Your Community: hands-on course producing community service informational videos
• **T436** - Advanced Production Workshop: Multi-Camera Performance Production
• **T452** - Scoring for Media
• **T461** - Advanced Interactive Transmedia Design
• T505 - Media Organizations (history, organization and culture of media work)
• **T540** - Sounds, Images + Interactivity
• **T580** - Interactive Storytelling and Computer Games: Students work in teams to develop interactive stories and games using graphics, animation, sound, and text.
• T583 - Teaching Methods in Electronic Media Production
• T585 - Interactivity and New Media: Theoretical and applied perspectives on interactive communications. Surveys the literature of interactivity and new media, examining relevant concepts such as parasocial interaction, entertainment education, and remediation, and considers the social and psychological consequences of interactivity.
• **T605** - Seminar in Immersive Mediated Environments: Introduction to current research in immersive mediated environments such as virtual reality, telepresence, and new media entertainment through the work of faculty members from Indiana University and visiting scholars.
• **T610** - The Networked Society
  Analysis of the social, economic, and cultural forces that have set in motion the rise of the networked society
• Mark Deuze periodically teaches a music industry focused class based on a community service learning project in collaboration with [Rhino's Youth Center and All-Ages Music Club](#) in Bloomington