

## **Welcome to Online Culture!**

In this class, we cover everything about online culture, from snapchats and ChatGPT, to online gaming, zooming, and Twitch streaming. Online culture *\*is\** culture, and it's never been more apparent than this past year, when we've been living and learning online so much!

### **Official Course Description from the Course Catalog:**

This course introduces students to concepts, theories, and design techniques related to online and social media, including the Internet, mobile, online games, and other platforms. This includes YouTube, Twitch, Facebook, Discord, Tik Tok, *World of Warcraft*, and Instagram. Students will learn how people connect online, represent themselves, play, discuss civics, and express cultural values. We will discuss ethical issues of online culture, including generative AI, online bullying, and cancel culture. Students will analyze online media through research papers and creative works. No technical knowledge is required. Offered as and when necessary. Prerequisite: Sophomore standing or instructor's permission.

### **Expanded description:**

From #gamergate to cat memes, Tik Toks to Twitch steaming, Instagram to pinterest, Gemini to ChatGPT, and Reddit AMAs to MMOs, it's a wild world on the World Wide Web. This course introduces students to online culture, or the ins and outs of what we do and how we connect online. We cover the major themes related to networked and participatory media, including Internet technologies, mobile technologies and other connected platforms. Students will be exposed to various online media formats and functions, as well as recent research and writing on Internet culture, community, ethics, creativity, and social interaction. Students will learn about how participants online connect, interact and create groups or represent their identity. Students will also discuss and deliberate timely topics and themes in online culture, such as crowdsourcing, location-based media, social media, identity, privacy, storytelling, expression, surveillance, and artificial intelligence.

### **How this class will work:**

This course will be 8 weeks in length and will require approximately 15 hours of work per week of your time.

Each week (typically on Monday) I will give you a list of things to do that week by Saturday at midnight. The discussion forum posts, activities, and exercises are

due by Saturday\* at midnight (ET). You can find the discussion forums under "Discussions" on Brightspace, once the course opens.

The best thing to do the first week is to get acclimated and check out the syllabus and the types of assignments you will be doing. The syllabus will give you an outline of the course. This will be provided once the course opens.

Once the course is "live" you can also check out Week One under "Content" on Brightspace to see what you need to do (read, write, activity). Then, you will also find the syllabus under Content/Syllabus on Brightspace.

### **More about our class:**

The most important thing to remember is that your engaged participation is vital to the learning process, as all of our communication and interactions will take place online. You will be responsible for checking into Brightspace regularly (at least every other day), checking your Marist email daily, engaging in class discussions in the forums, and completing any tasks or assignments.

This course will be very hands-on and will require you to work with a variety of interactive media (e.g., websites, games, videos) and some online programs. There is no technical experience required. Otherwise, the most important thing to remember for this course is to be creative, take risks, and have fun!

If you have any questions or issues, I hope that you will email me at [karen.schrier@marist.edu](mailto:karen.schrier@marist.edu) or through Brightspace (just make sure to check it off so it goes to my email). If you email me, please note it may take up to 48-72 hours for a response. Thank you for your patience!

### **Texts (in whole or part):**

boyd, d. (2014). It's Complicated. Yale University Press. Note that this text will be made available for free in pdf on Brightspace.

Or you can buy a print version from Amazon.com

ISBN: 9780300199000

Brabham, Daren C. (2013). Crowdsourcing. MIT Press. This is available in its entirety for free through the Marist ebrary, or you can buy a print version from Amazon.com. To access the free version through Marist's library, go to: <https://ebookcentral-proquest-com.online.library.marist.edu/lib/marist-ebooks/home.action>. Then search for Crowdsourcing in the search bar.

You can access this through the Marist library and sign up for an account for eBook Central and/or use your Marist log in.

ISBN: 9780262518475

Schrier, K. (2021). *We the Gamers*. Oxford. This book can be found as an online ebook for a lower price at: [https://www.amazon.com/We-Gamers-Games-Ethics-Civics-ebook-dp-B092W4YCNYPdp/B092W4YCNYP/ref=mt\\_other?\\_encoding=UTF8&me=&qid=1652749384](https://www.amazon.com/We-Gamers-Games-Ethics-Civics-ebook-dp-B092W4YCNYPdp/B092W4YCNYP/ref=mt_other?_encoding=UTF8&me=&qid=1652749384)  
ISBN-13: 978-0190926113

Tyrangiel, J. (2026). *AI for Good*.  
[https://www.amazon.com/AI-Good-People-Artificial-Intelligence/dp/1668082500/ref=sr\\_1\\_28?crid=3Q8T62DXWYXY9&dib=eyJ2IjoiMSJ9.PRYxrwOUUSXM4ReOwjnaZfkr08DSVilITNq4OKtBa7RbYmSX1QUjpvLHNmInJ62BB6Z1eIMrQ1ZaTuojn2ftgLPaEbNRdhLT8D5IPsVg3MJlxvVwNgBsDv7k2-7GZTRgD9B6L4MLQKFJUSKE0vkzcu vRcF9akpoExCpfuL43LmLPmt3s71MwRxuk3K-fokwMv5oAExoxlvqPhzmlwFMGknrX8ExvobJwCoqA16gSG-YBPYsQWpC1aAIQhJMP50v8xYeWnsys\\_DDWjfi8x5CTgv8w9eqklyV9nGE-r8KDMw.r-jByxSB1HPWPb6e5ujmSvimeFZZCuDIPp3wnqtSppU&dib\\_tag=se&keywords=ai+books+best+sellers+2026&qid=1778863467&s=books&sprefix=ai+%2Cstripbooks%2C162&sr=1-28](https://www.amazon.com/AI-Good-People-Artificial-Intelligence/dp/1668082500/ref=sr_1_28?crid=3Q8T62DXWYXY9&dib=eyJ2IjoiMSJ9.PRYxrwOUUSXM4ReOwjnaZfkr08DSVilITNq4OKtBa7RbYmSX1QUjpvLHNmInJ62BB6Z1eIMrQ1ZaTuojn2ftgLPaEbNRdhLT8D5IPsVg3MJlxvVwNgBsDv7k2-7GZTRgD9B6L4MLQKFJUSKE0vkzcu vRcF9akpoExCpfuL43LmLPmt3s71MwRxuk3K-fokwMv5oAExoxlvqPhzmlwFMGknrX8ExvobJwCoqA16gSG-YBPYsQWpC1aAIQhJMP50v8xYeWnsys_DDWjfi8x5CTgv8w9eqklyV9nGE-r8KDMw.r-jByxSB1HPWPb6e5ujmSvimeFZZCuDIPp3wnqtSppU&dib_tag=se&keywords=ai+books+best+sellers+2026&qid=1778863467&s=books&sprefix=ai+%2Cstripbooks%2C162&sr=1-28)  
ISBN: 1668082500

Take care,  
Dr. Kat / Dr. Schrier

### **More about me...**

Dr. Karen (Kat) Schrier (Dr Kat) (she/her/they) is a Professor of Games & Interactive Media at Marist University and the Director of the Games and Emerging Media Program. Since 2011, she has been teaching full-time at Marist University, where she teaches courses in gaming, UI/UX, interactive media, storytelling, and design. Dr. Schrier has over 25 years of experience creating, producing and designing media, and has worked at places like Nickelodeon, BrainPOP, WHO, UNICEF, Learning Games Network, and Scholastic. She recently published a book, *We the Gamers*, published by Johns Hopkins University Press, and she is the editor of a series of books, *Learning, Education & Games* published by Carnegie Mellon/ETC Press. Dr. Schrier has degrees from Columbia University, MIT, and Amherst College.