



TSFS04, The Interplay between Technology, Power Games and Social Change, 7.5 credits

*Samspelet mellan teknik, maktspel och social förändring, 7,5
högskolepoäng*

Second Cycle / Avancerad nivå

Details of approval

The syllabus was approved by The pro-dean for First-Cycle Studies at the Faculties of Humanities and Theology on 2014-11-07 to be valid from 2014-11-07, autumn semester 2014.

General Information

The course is offered as a commissioned education.

Subject: Technology and social change.

The course is offered as a freestanding course.

It can be included in a first or second cycle degree.

Main field of studies

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Depth of study relative to the degree requirements

A1N, Second cycle, has only first-cycle course/s as entry requirements

Learning outcomes

On completion of the course, the students shall be able to

Knowledge and understanding

- provide a basic account of connections between social movements, new digital media and their technical infrastructure
- identify patterns and structures that occur in assertions of power and social change in relation to digital media and their infrastructure

- describe how global political flows are linked to local cultures and their social and technical manifestations

Competence and skills

- use selected examples in speech and writing to discuss social change in relation to power structures and contemporary digital media
- analyse current information and politics with regard to activism, social movements and technological manifestations
- identify problem areas within the theme of the course with a bearing on social innovation and contemporary digital media
- formulate an issue of relevance to the problem area in relation to specific contexts in their own and others' projects
- propose a solution on the basis of a selected issue

Judgement and approach

- provide a scholarly explanation of their choice of issues, problems and forms of presentation

Course content

The course focuses on the political dimension of new digital media in relation to their technical infrastructure. It addresses the interplay between global flows and how these are linked to local cultures and their social and technical manifestations. Among the subjects discussed in the course are activism, social movements, and safety and threats. Participants are enabled to develop an understanding of the role of new digital media in changes of social and political movements. Patterns and structures that have an impact and are used in assertions of power and politics are identified in the course. These patterns can at a first sight be difficult to discover and penetrate behind the technology and infrastructure.

Course design

The teaching consists of lectures, seminars and scheduled group work. Attendance is compulsory at seminars and group exercises.

The course is offered partially as a distance learning course and makes use of an online learning platform and/or digital tools. It is assumed that the student participates on these conditions and have access to a computer with Internet connection. Further information regarding technical requirements is available from the department.

The course also includes components requiring the physical presence of participants.

Assessment

The assessment is based on ongoing assignments and a project presentation.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, Pass, Pass with distinction.

Entry requirements

To be admitted to the course, participants must have a Bachelor's degree in an optional subject.

Further information

1. The course is offered at the Centre for Work, Technology and Social Change (WTS) at Lund University.
2. For further details see the current registration information and other relevant documentation.
3. The credits allocated for course content that in whole or in part is commensurate with another course can only be credited once for a degree.

Subcourses in TSFS04, The Interplay between Technology, Power Games and Social Change

Applies from V15

1401 Interplay between Technology, Power Games, Social Change, 7,5 hp
Grading scale: Fail, Pass, Pass with distinction