

MODULE SPECIFICATION

Part 1: Information							
Module Title	Digita	al Media and Society					
Module Code	UZSSJQ-30-3		Level	Level 6			
For implementation from	2020-	-21					
UWE Credit Rating	30		ECTS Credit Rating	15			
Faculty	Faculty of Health & Applied Sciences		Field	Sociology and Criminology			
Department	HAS	Dept of Health & Social Sciences					
Module type:	Stand	dard					
Pre-requisites		None					
Excluded Combinations		None					
Co- requisites		None					
Module Entry requirements		None					

Part 2: Description

Educational Aims: See Learning Outcomes.

Outline Syllabus: Specific themes and topics may vary from year to year but will include:

Theories of cyberspace and computer-mediated social interaction

Virtuality and late modernity

Narratives of cyberspace and ubiquitous computing

The nature of social relations in cyberspace

Cyberspace, cyborgification and the body

Simulated and augmented realities

Cyber-surveillance and panopticism

Self and identity in cyberspace

Crime in cyberspace (identity theft; race, hate and gender crimes; children at risk; global criminal networks)

Work and employment in cyberspace

Communities of space and place, social media and virtual worlds

Politics, protest and new social movements in cyberspace

Cyborgs, relational artefacts and humanoid social robots

Psycho-social perspectives on attachment to mobile technologies

Digital research methods and new strategies in social research

Teaching and Learning Methods: The teaching and learning strategy for this module is embedded within a situated learning model where learning takes place in the context to which it refers – in this case the internet and world wide web. Where possible teaching and learning will involve computer mediated communication as a vehicle for, and an object of, enquiry based learning. The teaching and learning methods are focused on development of subject knowledge and understanding together with acquisition of work-relevant transferable skills that will enhance the personal and professional development of our students.

Scheduled Learning:

The teaching and learning strategy will be realised through workshops organised around the model of the flipped classroom. The latter prescribes a reversal of traditional teaching where students gain first exposure to new material outside of the classroom, usually via reading or lecture videos, allowing class time to be used to focus on the work of assimilating, embedding and enhancing knowledge through activities such as collaborative investigation, problem-solving, discussion or debates. The main purpose of flipping the classroom is to shift from passive to active learning in order to achieve deep learning of subject specific knowledge and to enhance development of higher level cognitive skills such as analysis, synthesis and evaluation.

Independent learning:

This will include individual and team-based study, completion of essential and recommended reading, preparation for collaborative group-based tasks, case-study preparation, wiki-building, blogging and preparation and completion of formative and summative assignments.

Students will spend three hours per week (i.e. 66 hours in total) in workshops and guided tutorials. The workshops will be of two hours duration and will involve both face to face and inworld interaction. Tutorials will last for one hour and will involve both synchronous and asynchronous forms of computer-mediated communication. In addition, there is an expectation that students will spend time engaged in independent reading and/or research.

Workshops are 44 hours; synchronous and asynchronous communications are 24 hours.

Part 3: Assessment

It is axiomatic that effective assessment must test achievement of the set learning outcomes. In summary, the learning outcomes for this module relate to achievement of sociological understanding of the effects of the society wide engagement with digital media on institutional and interactional orders.

The assessment strategy for this module aims to measure the level of sociological knowledge and understanding achieved by students through a blend of summative assessment (assessment of learning) and formative assessment (assessment for learning).

Summative Assessment:

Narrative proposal (1000 words) will enable students to outline, and to receive feedback on, their plans for a

longer piece of sociologically reflective writing focused on their use of digital technology.

Narrative Report (3000 words) will enable students to produce an experiential narrative of their use of digital technology informed by critically reflective application of the sociological imagination.

Presentation (Enquiry Based Learning):

An individual presentation will enable students to demonstrate sociological knowledge and understanding of processes of social transformation driven by the wide-spread use of digital media and also to display evidence of an ability to apply such knowledge and understanding to analysis of specific social issues and problems. Practical skills related to the process of collaborative learning will also be enhanced.

Formative Assessment and Feedback:

Enquiry based learning tasks will be set throughout the delivery of the module in order to provide opportunities for group learning and for formative feedback. It should be noted that marks from these exercises will not contribute directly to the summative marks for the module. Synchronous and asynchcronous communications (for example presentations, wiki's and blogs) will be assessed and commented on by tutors in the course of the module.

Assessment criteria used for each element in assessment strategy will be provided for students via Blackboard.

First Sit Components	Final Assessment	Element weighting	Description
Written Assignment - Component B		10 %	Narrative Proposal (1000 words)
Written Assignment - Component B		40 %	Narrative Report (3000 words)
Presentation - Component A	~	50 %	Individual Presentation (Enquiry Based Learning)
Resit Components	Final Assessment	Element weighting	Description
Written Assignment - Component B		50 %	Auto-ethnography (4000 words maximum)
Presentation - Component A	✓	50 %	Oral Assessment (Enquiry Based Learning)

Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will achieve the following learning	outcomes:
	Module Learning Outcomes	Reference
	A detailed understanding of a range of sociological approaches to the study of cyberspace	MO1
	An in-depth understanding of origins and development of material, symbolic and experiential narratives of cyberspace	MO2
	An awareness of current issues, controversies and trends in the sociology of cyberspace	MO3
	The ability to reflect critically on the strengths and weaknesses of sociological analysis of computer-mediated social interaction	MO4
	An awareness of the ethical and methodological issues associated with the practice of sociological research in cyberspace	MO5
	Understanding of a range of research strategies and methods and ability to assess the appropriateness of their use	MO6

Contact Hours	Independent Study Hours:				
	Independent study/self-guided study	234			
	Total Independent Study Hours:	234			
	Scheduled Learning and Teaching Hours:				
	Face-to-face learning	66			
	Total Scheduled Learning and Teaching Hours:	66			
	Hours to be allocated	300			
	Allocated Hours	300			
Reading List	The reading list for this module can be accessed via the following link:				
	https://uwe.rl.talis.com/modules/uzssjq-30-3.html				

Part 5: Contributes Towards				
This module contributes towards the following programmes of study:				
Sociology with Psychology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19				
Sociology [Sep][FT][Frenchay][3yrs] BA (Hons) 2018-19				
Criminology and Sociology [Sep][FT][Frenchay][3yrs] BA (Hons) 2018-19				
Psychology with Sociology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19				
Criminology with Sociology [Sep][FT][Frenchay][3yrs] BA (Hons) 2018-19				
Sociology with Criminology [Sep][FT][Frenchay][3yrs] BA (Hons) 2018-19				
Criminology [Sep][FT][Alexander][3yrs] BA (Hons) 2018-19				