Emerging Technology and Society
2017 Sookmyung International Summer School

SISS

Instructor Information

Instructor	Affiliation	Email	Website
S. Austin Lee, Ph.D.	Northern Kentucky University	austin.lee@nku.edu	http://citlab.org

Course Information

Schedule

June 30, 2016 – July 21, 2017

Course Objective & Learning Outcomes

The course focuses on the societal implications of new technologies of information, communication, and digital media. Attention will be given to different aspects of the relationship between technology and society and directions for the future. Topics include (but not limited to) social media, smartphones, video games, virtual reality, and robotics. Students will examine the way in which technology is affected at fundamentally by the social, economic, and political contexts in with it develops, as well as how technology contributes to shaping our society. By the end of the course, students will develop a critical in-depth understanding of the relationship between technology and society.

Grading

Class Attendance & Participation (20 points)

Students are expected to attend class and actively participate in all aspects of the learning process. This includes class discussions, written work, in-class activities, and field trips. Students may not exceed 3 unexcused absences for the semester. Each additional unexcused absence will result in a deduction of 3% from overall final grade. Late arrival or early departures from class that are unexcused will be considered in the tabulation of absences as well. Excused absences include verifiable medical or family emergencies, and University approved activities.

Field Trip Reflection Paper (20 points)

Students will reflect on the experience documenting reactions in a 2-3 page paper (double spaced; 500-750 words). Students may choose to write about two out of the three field trips scheduled in this class (10 points each).

Class Presentation (30 points)

Students will deliver a 15-minute presentation on emerging technology and its social implications. Topics include (but are not limited to):

• Social media, online dating, online commerce, mobile applications, interactive art, eSports, mobile games, virtual reality, augmented reality, 3D printing, internet of things, chatbot, autonomous car, cyborg, deep learning

The topic should be chosen by consultation with the instructor. An outline of presentation should be delivered to the instructor by the day before the class presentation. Students may present individually or in groups.

Final Exam (30 points)

The exam will be open book, but no electronic devices will be permitted. Exam format will be a mix of short answer and essay questions. The exams will focus on the material covered in lecture, discussions, and assigned readings. There will be no make-up exam.

Course Policy

- Students are responsible for knowing all information contained in this syllabus and announced in class.

- Students are expected to read the assigned texts (uploaded online) prior to the class.

- All assignments should be submitted electronically. Assignments turned in after the class starts will receive a 50% penalty. The last day possible to turn in any late work is the final exam day.

- Participation is necessary in order to get the most benefit from the class. Students are expected to engage actively in the class discussions. There are many ways to participate including active listening and thoughtful inquiry.

- Use of personal electronic devices that is unrelated to the course is prohibited once lecture begins. Students are welcomed to use their personal electronic devices during the break.

- Students are expected to submit original and individual work. Cheating and plagiarism will not be tolerated.

Course Schedule (Tentative)

Date	Topic	Activity / Reading
July 3	Introduction	—
July 4	Emerging media	Logan, R. K. (2010). The fourteen messages of "new media": An overview. In *Understanding new media: Extending Marshall McLuhan*. New York, NY: Peter Lang.
July 5	Mobile technology	Sarwar, M., & Soomro, T. R. (2013). Impact of smartphones on society. *European Journal of Scientific Research*, *98*, 216-226.
July 6	Mobile technology	Field trip: Samsung D'light
July 7	Social networking	boyd, d. m., & Ellison, N. B. (2007). Social network sites: Definition, history, and scholarship. *Journal of Computer-Mediated Communication*, *13*, 210-230.
July 10	Technology & relationship	Turkle, S. (2012). No need to call. In *Alone together: Why we expect more from technology and less from each other*. New York, NY: Basic Books.
July 11	Virtual reality & augmented reality	Biocca, F., & Levy, M. R. (1995). Communication applications of virtual reality. In *Communication in the age of virtual reality*. Hillsdale, NJ: Lawrence Erlbaum.
July 12	Technology & art	Field trip: Art Center Nabi
July 13	Video game	Jin, D. Y. (2010). Game, culture, digital economy. In *Korea's online gaming empire*. Cambridge, MA: MIT Press.
July 14	Video game	Field trip: Yongsan e-Sports Stadium
July 17	New robotics	Royakkers, L., & van Est, R. (2015). A literature review on new robotics: Automation from love to war. *International Journal of Social Robotics*, *7*, 549-570.
July 18	AI & social robots	Duffy, B. R. (2003). Anthropomorphism and the social robot. *Robotics and Autonomous Systems*, *42*, 177-190.
July 19	Collaborative robots	Fong, T., Thorpe, C., & Baur, C. (2003). Collaboration, dialogue, human-robot interaction. In *Robotics Research* (pp. 255-266). Heidelberg, Germany: Springer.
July 20	Persuasive robots	Lee, S. A., & Liang, Y. (forthcoming). Theorizing verbally persuasive robots. In A. L. Guzman (Ed.), *Human-machine communication: Rethinking communication, technology, and ourselves*. New York, NY: Peter Lang.
July 21	Final exam	—