From celebrities publicly calling themselves fans of TV shows to the mockery heaped on the “Trekkie,” from people who game for a living to the #GamerGate controversy, from Instagramming your lunch to the nearly $12.5 billion Facebook made last year, the ways people consume and use popular media in the U.S. is at the heart of the contemporary world. This course provides an accessible introduction to fans, users, and gamers as interrelated cultural phenomena, combining the most current of topics with historical context on how they developed. Participants will learn to analyze the role of gender, sexuality, race, law, economics, technology, and other social structures impact how fans, users, and gamers engage and interact with media, gaining insight on their own practices and culture at large.

Mel Stanfill

T-TH 4:30-5:45