DIKULT103 (spring 2018)

BOOKS:

(1) Ryan, Marie Laure, Lori Emerson, and Benjamin J. Robertson, eds. 2014. The Johns Hopkins Guide to Digital Media. Baltimore: Johns Hopkins UP.

(2) Christiane Paul. 2015. Digital Art (World of Art). Thames and Hudson. Paperback, 3rd ed.

(3) Nielsen, Simon Egenfeldt, Jonas Heide Smith, Susana Pajares Tosca, eds. 2016. Understanding Video Games. New York, London: Routledge. Paperback, 3rd ed.

ARTICLES:

There is considerable additional litterature, available for free as PDF files from the course files repository at mittuib as soon as they are ready.