**Course Syllabus**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Title of the course | | |  | | --- | | **Digital Anthropology (offered in English)** | | | | | | | |
| Title of the Academic Programme | | |  | | --- | | BA “Sociology and Social Informatics” | | | | | | | |
| Type of the course | | |  | | --- | | Elective | | | | | | | |
| Prerequisites | | |  | | --- | | Sociological Theory, Information Systems, Methodology and Methods for Sociological Research, Theory of Argumentation and Academic Writing | | | | | | | |
| ECTS workload | | 5 | | | | | | |
| Total indicative study hours | | Directed Study | | Self-directed study | | | Total | |
| 44 | | 146 | | | 190 | |
| Course Overview | | |  | | --- | | Digital anthropology is a discipline focused on anthropological study of human (social) behavior in the digital era. The course focuses on exploration of how various social practices and settings are getting configured and implemented through and within various digital environments of today. We will focus on bigger clusters of social meanings like time and space, technologies, economics and power, Self, body, gender, etc., as well as on up to date discussions of the role of digital technologies in organizing anthropological research, data storage and analysis and representation of results.  The course will answer need of 1) those students whose thesis is related to exploration of any practices and experiences that are mediated and enabled by technologies of today, and 2) for those who consider any of job tracks connected with online representation of people, goods or companies. | | | | | | | |
| Intended Learning Outcomes (ILO) | | |  |  | | --- | --- | | Navigating in anthropological approaches to online social life  Understanding specificity of ethnographical methods in digital world   |  | | --- | | Be able to plan, perform and report on digital ethnographic research in academic and professional settings. | | | | | | | | |
| Teaching and Learning Methods | | |  | | --- | | Teaching and learning methods include lectures, tutorials, seminars, case studies, group work, home assignments (writing analytical essays, assigning metadata, case studies). The final essay should be concluding on other smaller assignments implemented during the course. | | | | | | | |
| Content and Structure of the Course | | | | | | | | |
| **№** | **Topic / Course Chapter** | | **Total** | | **Directed Study** | | | **Self-directed Study** |
| **Lectures** | **Tutorials** | |
|  | Anthropological research and digital technologies | | 110 | | 10 | 10 | | 90 |
|  | Ethnography of digital worlds | | 80 | | 12 | 12 | | 56 |
| **Total study hours** | | | 190 | | 22 | 22 | | 146 |
| Indicative Assessment Methods and Strategy | | Cumulative Grade = 0,3\* Essay + 0,3\* Smart archive assignment + 0,4\*Communication analysis assignment  Final Grade = 0,5\*Cumulative Grade + 0,5\*Final Exam  A fractional final grade will be rounded up for the benefit of student.  Final Exam is the oral defense of final essay.  The assessment strategy for Essay is based on the following criteria:  - appropriate use of literature from the course reading list  - deepness of analysis  - high quality of academic writing  The assessment strategy for Smart archive assignment is based on the following criteria:  - correctness of metadata  - accuracy and deepness of analysis  - creativity  The assessment strategy for Communication analysis assignment is based on the following criteria:  Proper use of methodology of communication analysis  appropriate use of literature from the course reading list  deepness of analysis  analytical sensitivity  The assessment strategy for Final exam is based on the following criteria:  appropriate use of literature from the course reading list  deepness of analysis  creativity  high quality of academic writing | | | | | | |
| Readings / Indicative Learning Resources | | Mandatory  Eriksen T.H. *Small Places, Large Issues. An Introduction to Social and Cultural Anthropology* (2015). <https://ebookcentral.proquest.com/lib/hselibrary-ebooks/detail.action?docID=3440450>    Optional  Nardi, Bonnie. My Life as a Night Elf Priest : An Anthropological Account of World of Warcraft, University of Michigan Press, 2010. ProQuest Ebook Central, <https://ebookcentral.proquest.com/lib/hselibrary-ebooks/detail.action?docID=3414876>  Postill J. *Localizing the Internet. An Anthropological Account.* Beghahn Books, 2011. <https://ebookcentral.proquest.com/lib/hselibrary-ebooks/detail.action?docID=769403> | | | | | | |
| Indicative Self- Study Strategies | | **Type** | | | | **+/–** | | **Hours** |
| Reading for seminars / tutorials (lecture materials, mandatory and optional resources) | | | | + | | 30 |
| Assignments for seminars / tutorials / labs | | | | + | | 30 |
| E-learning / distance learning (MOOC / LMS) | | | | - | |  |
| Fieldwork | | | | + | | 30 |
| Project work | | | | + | | 38 |
| Other (please specify) | | | | - | |  |
| Preparation for the exam | | | | + | | 18 |
| Academic Support for the Course | | Academic support for the course is provided via LMS, where students can find: readings, guidelines and recommendations for doing the course; guidelines and recommendations for self-study. | | | | | | |
| Facilities, Equipment and Software | | Access to the Internet, Google Services, Microsoft Office, any PDF reader. | | | | | | |
| Course Instructor | |  | | | | | | |

**Аnnex 1**

**Course Content**

1. **Anthropological research and digital technologies**

* Review of the field: digital anthropology and digital ethnography
* Non-digital ethnography and digital technologies
* Digital knowledge and cognition 1. From monograph to database, from researcher to curator
* Digital knowledge and cognition 2. Distributed subject, collaborations

1. **Ethnography of digital worlds**

* Virtuality and how to study it
* Digital self, digital body. Representations and experiences
* Communication with artificial addressee
* Digital space, time, materialities.
* Digital communities
* Digital Homo Economicus, governmentality
* Digital communication
* The basics of visual analysis
* Steps to CAQDAS: coding, grounded theory and qualitative analysis
* Cultures of gaming: South Korea

1. Practical classes

* Digital tools for the field work, online and offline
* Basics of data scraping
* Digital representation of results: Tilda, etc
* Digital tools for qualitative data analysis