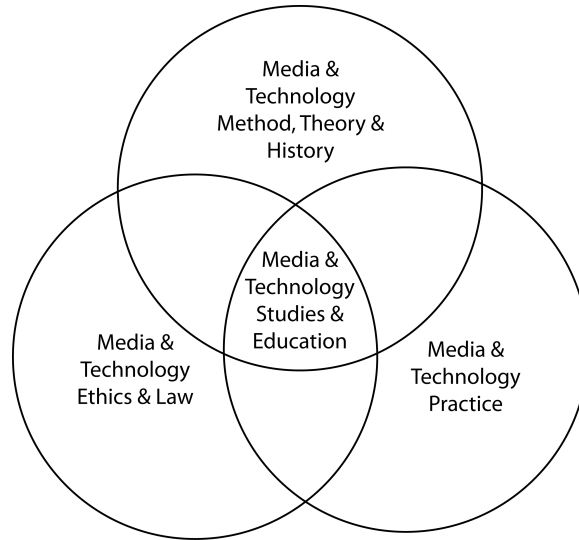




EDCP 481
Media Studies (Across the Curriculum)
Major Topics
S. Petrina (2015)



Media & Technology Studies and Education

Topic 1: Media Semantics, Rhetoric and Epistemology

Topic 2: Media & Technology Education / Media & Technological Literacy or Literacies

Media & Technology Practice

Topic 3: Media Production

Media & Technology Ethics & Law

Topic 4: Regulation of the Citizen and Media
Free Speech and Freedom of the Press
Free Inquiry & Freedom of Thought
Regulatory Codes / Codes of Ethics

Topic 5: Academic Freedom / Teaching Controversial Subjects / Course and Resource Approval

Topic 6: Copyright and Intellectual Property Rights

Media & Technology Method, Theory & History

Topic 7: Media Methods

Topic 8: Media & Technology Theory

Topic 9: History of Media & Technology

EDCP 481 Content Outline

Media & Technology Studies and Education

1. Media Semantics

- a. What is or Who are the Media?
 - i. Etymologies (Medium, Media, Mediation, Remediation) (see Petrina, 2010)
 - ii. Media v. Technology
 - iii. Legal Definitions
 - iv. Taxonomies
 1. Mass Media
 2. Demand Media
 3. Independent Media
 4. New Media
 - v. Media Trends
 - vi. The Press
 - vii. What is Publishing / What is Posting?
 - viii. What is News?
 - ix. Linking is Publishing or Advertising
- b. What is Media Studies?
 - i. Definitions (see map)
 - ii. Goals
 - iii. Key Concepts
- c. What is New Media?
 - i. Definitions and Taxonomies
 - ii. Convergences
 - iii. Propositions
 - iv. Key Concepts / New Media Aesthetic
 - v. Multimedia
 - vi. Digital Media
 - vii. Social Media

2. Media & Technology Education & Literacies

- a. Definitions and Taxonomies
- b. Orientations
- c. Key Concepts
 - i. Key Concepts Triangle
 - ii. Eddie Dick Triangle
- d. Methodologies
- e. Media Selection
- f. Encoding / Decoding
- g. Curriculum
 - i. Standards & Benchmarks (Outcomes)
 - ii. Examples
 - iii. Status
- h. Media Education Techniques
 - i. Key Concepts in Media Studies and Media Education / Screen Theory
 - i. Key terms / key aspects (Bazalgette, 1992)
 - ii. Key Concepts in Media Education

- iii. Key Concepts in Media Studies
- iv. Key Concepts in New Media
- v. Screen Theory and Methodology

Media & Technology Practice

3. Media Production

- a. Image, Text & Sound
- b. Media & Technological Infrastructure, Hardware & Software (see *Technology Guide*)
 - i. Blogs
 - ii. Open Journal System
 - iii. Twitter
- c. Key Concepts & Practices
- d. Key Roles and Activities
 - i. Encoding
 - ii. Producing
 - iii. Formatting the show
 - iv. Writing content
 - 1. Storyboarding <http://karenjllloyd.com/blog/free-storyboard-template-downloads/>
 - 2. <http://www.finegamedesign.com/script/index.html>
 - 3. Editing
 - v. Visualizing content
 - vi. Writing sound script
 - vii. Casting and staging
 - viii. Writing visual script
 - ix. Transmitting
 - x. Scheduling activity
 - xi. Selecting Equipment and Props
 - xii. Directing and Rehearsing
 - xiii. Engineering the Production
 - xiv. Consumer Receiver
- e. Public Service Announcements
- f. Culture Jamming
- g. Gaming

Media & Technology Ethics & Law

4. Regulation of the Citizen and Media

- a. **Free Speech and Freedom of the Press (Can I Say What I Want?)**
 - i. United Nations *Universal Declaration of Human Rights* (10 December 1948)
 - ii. UNESCO *Convention on the Rights of the Child* (2 September 1990)
 - iii. Charter of Rights and Freedoms
 - iv. Book and Resource Bans
 - v. Speech Protection

- vi. Speech Restriction
- vii. Citizen Media Law
- viii. Recording / Media Production
- b. Free Inquiry and Thought (Can I Investigate and Think What I Want?)**
 - i. History of Free Inquiry
 - ii. Free Thought
 - iii. Free Inquiry in the Public Schools
 - 1. Free inquiry is conducive to learning
 - 2. Students should be taught open-mindedness
 - 3. and tolerance
 - iv. Cognitive Liberty
- c. Regulation of the Media (Can I Report What I Want?)**
 - i. Self-Regulatory Codes
 - ii. Legal Codes
 - iii. CRTC, FCC and Net Neutrality
 - iv. Production Codes
- 5. Academic Freedom & Authority Over Curriculum (Can I Teach What I Want?)**
 - a. Academic Freedom
 - i. *Academic Freedom Questionnaire*
 - ii. *Charter of Rights & Freedoms*
 - iii. *BC School Act*, Educational Program Guide Order, Section 168 (2)(e)
 - iv. *Manual of School Law*
 - v. BCLA Statement on Intellectual Freedom
 - vi. Precedent Cases
 - b. Teaching Controversial (Media) Issues
 - i. What makes an Issue Controversial?
 - ii. Controversial Issues Framework
 - iii. Values Clarification
 - iv. Critical Modules & Normative Units
 - c. Course & Resource Approval (Can I Use Any Resources I Want?)
 - i. Sociology of Curriculum
 - ii. BC Ministry Policies
 - iii. BC Graduation Requirements
 - iv. Learning Resources: Provincial Approval Process
 - v. Board Authority / Authorized (BAA) Courses
 - vi. Resource Approval
- 6. Copyright & Intellectual Property Rights**
 - a. What is a Copyright?
 - b. Copyright Law
 - c. Copyright Reform
 - d. Acceptable Use
 - e. Copyright Cases
 - f. Resources
 - g. Challenges to Copyright

Media & Technology Method, Theory & History

7. Media Research Methods

- a. Media Methods
 - i. Case Study
 - 1. Human Interest Story
 - 2. Profile
 - 3. Biography & History
 - ii. Interview
 - iii. Opinion Research and Survey
 - iv. Discourse Analysis
 - v. Narrative
 - vi. Tracking, Mapping & Framing
 - vii. Storymaking

8. Media Theory / Theories

- a. Media Effects
- b. Media Attributes
- c. Innovation Theory
- d. Semiotics
- e. Critical Theory
- f. Poststructural Theory
- g. Indigeneity
- h. Ecology, Technology & Culture
- i. Technotheology

9. Media History

- a. History of Media Studies & Media Education in Canada
 - i. Media of Education
 - ii. Media on Education
 - iii. Education about, through, for, from, and with/against (the) Media
 - iv. History of Media Studies
 - v. Ephemeral Films