

«Data, Culture and Visualization»

1. Postmodernism and post-structuralism (J. Derrida, M. Foucault, G. Deleuze, J. Butler, J. Baudrillard, J. Kristeva).
2. Simulacra, simulation and hyperreality (J. Baudrillard).
3. Contemporary culture and semiotic approach (R. Barthes).
4. The concept of new media (M. McLuhan, J. Baudrillard, H. Jenkins).
5. Language of new media (L. Manovich).
6. Cultural Analytics theory (give at least 3 examples of CA projects).
7. What is technofetishism and how it manifests itself in new media?
8. Digital transformation and digitalization.
9. Network society (M. Castelles).
10. Information society (U. Beck, A. Giddens).
11. Imagined communities (B. Anderson).
12. The concept of digital culture. Artifacts of digital culture.
13. Digital natives. Who are they?
14. Give 3 examples of relativization of gender in new media.
15. Culture of marketing. Marketing of culture. Nobrow culture (J. Seabrook).
16. How does social media affect the culture itself (and culture representation)?
17. Problematic social media use or social media addiction.
18. Phenomena of cyberculture and Internet culture.
19. Aesthetic relativism and post-production.
20. How does AI influence Humanities?
21. Gaming as digital culture phenomenon.
22. What is post-humanism?
23. History of data visualization.
24. Interaction theory and characteristics of effective graphical displays.
25. Basics of data presentation architecture.
26. GIS: history of development, techniques and technology.
27. Software Studies: overview and history of development.
28. What is/ are Digital Humanities? (give at least 3 examples of DH projects)
29. Fundamentals of Data Science and its application for Humanities.
30. What is Cross-Industry Standard Process for Data Mining?