1. Course (module) title	2. Code
Introduction to New Media	

3. Lecturer (s)	4. Department(s)
Rimantas Plungė	

5. Course level	6. Course (module) level	7. Course (module) type
	I	Optional

8. Implementation form	9. Implementation period	10. Implementation language
Full-time		English

11. Requirements for students	
Preliminary requirements:	Other requirements (if applicable):
-	-

12. Scope of course (module) in ECTS credits	13. Full workload of a student (hours)	14. Contact work hours	15. Independent work hours
6	150	60	90

16. Course (module) purpose: competences developer by the course programme
Give knowledge about new media technologies, development of new media, and new ways of audiovisual expression, critically evaluate contemporary new media communication and new media production.

17. Relation of the course targets with the expected results of studies and evaluation methods of studies and student achievement

Results (targets) of the course	Results of the course	Methods of studies	Evaluation methods of academic achievements
Students will become acquainted with the concept, development, distinctive features and critical evaluation of new media.	Students will understand and reflect deeply on the concept of new media.	Lectures, demonstrations, case studies, discussions.	Observation of case study presentations and discussions.
	Students will know the features of new media communication, innovations, stages of development.	Lectures, demonstrations, case studies, discussions, project preparation.	Monitoring project presentations, monitoring and evaluating discussions.
	Students will be able to consistently, professionally and critically evaluate new media products.	Discussions, group work, preparation of written works, case studies.	Assessment of written works, assessment of working groups, observation of discussions, observation of case studies.

18. Course content

Topics	Contact work hours and learning method							Time of independent studies and tasks	
	Lectures	Consultations	Seminars	Exercises	Laboratory work	Practice	All contact work	Independent work	Tasks
Contemporary / new media. The Concept of communication turn.	1						1	0	
Inventions of new media technologies.	1						1	0	
Technological developments and their impact on science, art, social structure of society.	1						1	6	
Principles of new media expression.	1						1	6	
Audiovisual and verbal representation. Analogue, digital and hybrid media.	1						1	6	
The identity, time, space transformations in the context of the development of new media.	1						1	6	
Evolution of new media forms: new media prototypes.	2						2	6	
Evolution of new media forms: photography.	2						2	6	
Evolution of new media forms: the cinematography.	2						2	6	
Evolution of new media forms: videography.	2						2	6	
Evolution of new media forms: computer as a media engine.	2						2	12	
The interdisciplinary approach of new media.	2						2	6	
Audiovisual and media ecology. Audio-visual inflation.	2						2	6	
Post-industrial society. The discourse of media culture.	2						2	6	
Trans / posthumanism and technological determinism.	2						2	12	
Total	**24**						**24**	**90**	

19. Strategy and criteria of student assessment

Assessment method	Per cent	Delivery time	Evaluation criteria
Presentation / disscusion	20	Week 8	Detailed presentation of the presentation on the topic of new media, discussion.
Midterm exam	30	Week 11	Completeness of project presentation.
Exam	20	Week 15	Completeness of written work.

20. Sources of study, literature

Mandatory sources of study, literature

1. Manovich L. 2002. The Language of New Media. MIT Press Ltd; re.
2. Manovich L. 2013. Software Takes Command. Bloomsbury Academic; New edition.

3. McLuhan M. 1994. Understanding Media: The Extension of Man. MIT Press Ltd.
4. McLuhan M. 2011. Gutenberg Galaxy. University of Toronto Press.
5. McLuhan M. 2008. The Mechanical Bride: Folklore of Industrial Man. Gingko Press GmbH; re.
6. Flusser V. 2000. Towards a Philosophy of Photography. Reaction Books.
7. Postman N. 2005. Amusing Ourselves to Death: Public Discourse in the Age of Show Bussiness. Penguin Books.

Additional sources of study, literature

1. Jenkins H. 2006. Convergence Culture: Where Old and New Media Collide. NYU Press.