



Philosophy of Interactive Technologies and Media

SPRING 2009

SPECIAL TOPICS IN PHILOSOPHY

CRN 06887, 3210, SEC.001

TR 8:40–10:00 AM

COUNTS AS AN UPPER-LEVEL
HUMANITIES CREDIT

CROSS-LISTED IN THE
PHILOSOPHY, ENGLISH, AND
BTMM DEPARTMENTS

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This course is an intermediate introduction to the philosophy of interactive technologies and media. With an emphasis on video game arts and virtual sociality, the course facilitates a discussion of key contemporary aesthetic and socio-cultural issues. Contact Joan Jasak with questions.

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Temple University



Metroid Prime's Samus by Dan Luvisi