

Department of Anthropology

ANTHRO 4411F-650: ANTHROPOLOGY IN THE VIRTUAL WORLD

BRIEF COURSE OUTLINE

Fall 2024

Date: July 26, 2024

Instructor and course information:

Instructor: Dr. Jeremy Trombley

Method of delivery: Online

Credit value: 0.5

Antirequisites: None.

Prerequisites: None.

Course Description:

As our world and lives become increasingly shaped by virtual interactions and connections, anthropological research has shifted to incorporate the virtual world and community. In this course, students will explore the theory and practice of virtual anthropology and the opportunities and challenges that might be encountered as we conduct ethnographic research in virtual worlds. Students will read a selection of ethnographic research conducted virtually. This may include communities in virtual worlds such as video games or social media sites as well as real-world communities that can be accessed through online technologies. Additionally, students will have the opportunity to craft their own research virtual ethnography research project and develop valuable online research skills. To align with the research topic, this course will be held online and we will discuss the benefits and drawbacks of virtual technologies for education.

A full course schedule including a week-by-week breakdown of topics and assigned readings will be available on the course's OWL Brightspace site before the first day of class.

Course Materials:

No textbook. Required readings will be available through the Course Readings tool on the course site.

Evaluation:

Grades will be based on the following:

- Course Engagement (30%)
- 10 Weekly Activities (50%)
- Virtual Ethnography Research Paper (20%)