MODULE DESCRIPTOR

Module Title

Digital Societies, Digital Minds

Reference	SS2062	Version	2
Created	February 2022	SCQF Level	SCQF 8
Approved	May 2020	SCQF Points	15
Amended	February 2022	ECTS Points	7.5

Aims of Module

The exponential use of the internet means that there is interest in its day-to-day use. Drawing from theory and research, this module will examine the sociological and psychological aspects of online interactions, relationships, and behaviours.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1	Explain the characteristics of the Internet and its influence on online relationships and identity development.
2	Demonstrate understanding of social, political and economic contexts in relation to digital societies.
3	Apply knowledge of psychological and sociological theory and research to explain human and group behaviour and dynamics in cyberspace.

Indicative Module Content

Psychological and sociological research and theories relating to: everyday digital living: the individual in a networked world; self and identity online; Internet cultures, communities & inequalities; online love and relationships; social influence online; social media, protest & politics; Internet disorders; cybercrime; surveillance, data & security; digital labour, rights & democracy; future digital worlds. We will consider how offline structural inequalities, racism, and social relationships affect our online worlds.

Module Delivery

This is a mainly lecture based module with supporting seminars/workshops and student-centred learning. The on-campus activities will be supplemented and supported with online activities where appropriate.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	36	N/A
Non-Contact Hours	114	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3
Description:	Video presentation				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

Grade D or above must be achieved in all components to achieve a module pass.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs an A in C1.
B	The student needs a B in C1.
C	The student needs a C in C1.
D	The student needs a D in C1.
E	The student needs an E in C1.
F	The student needs a F in C1.
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None, in addition to SCQF 8 entry requirements or equivalent.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

1. Graham, M. and Dutton, W.H. 2019. *Society and the Internet.* 2nd ed., OUP.
2. Miller, V. 2020 *Understanding Digital Culture.* 2nd ed., SAGE.
3. McCulloch, G. 2020. *Because Internet: Understanding how language is changing.* Vintage.
4. Whitty, M.T. and Young. G. 2016. *Cyberpsychology: The study of individuals, society and digital technologies.* Wiley.
5. Norman, K.L. 2014. *Cyberpsychology: And introduction to human-computer interaction.* Cambridge University Press.
6. Noble, S.U. 2018. *Algorithms of oppression.* New York University Press.