

Foothill College

Approved Course Outlines

For Faculty and Staff use only

Fine Arts and Communication

F A 1 **INTRODUCTION TO POPULAR CULTURE** **Summer 2010**
Four hours lecture, one hour laboratory. **4 Units**

Total Contact Hours: 60 *(Total of All Lecture, Lecture/Lab, Lab, and TBA hours X 12)*

Lecture Hours: 4 **Lab Hours:** 1 **Lecture/Lab:** **TBA Hours:** **Homework Hours:**
Note: If Lab hours are specified, the *item 10. Lab Content* field must be completed.

Repeatability -

Criteria: Not repeatable.

Status -

Course Status: Active **Grading:** Letter
Degree Status: Applicable **Credit Status:** Credit
GE Status: Humanities

Articulation Office Information -

C.I.D. Notation:
Transferability: Both **Validation:** 12/2/08; 12/10/09

Division Dean Information -

Seat Count: **Load Factor:** **FOAP Code:**
50 .1040 141601

Instruction Office Information -

FSA Code: 0140 - ART
Distance Learning: yes
Stand Alone Designation: no

1. Description -

Overview—history and critical analysis--of popular culture as a window for understanding American society. Theories and methods of analyzing artifacts of popular culture. Overarching themes: 1) history/social theories of popular culture; 2) popular culture as a product of American multiculturalism; 3) the relationship between a commodity culture and intellect/artistry; 4) philosophical/ethical issues surrounding popular culture.

2. Course Objectives -

The students should be able to:

- A. evaluate the influence of popular culture on contemporary society.
- B. interpret artifacts of popular culture from an historical and social perspective.
- C. synthesize critiques of popular culture.
- D. identify and analyze the sources of popular culture.
- E. engage in critical thinking concerning assumptions of race, class, and gender imbedded in popular culture

3. Special Facilities and/or Equipment -

- A. Classroom computer with internet access
- B. Video/DVD projection equipment
- C. CD player
- D. When taught via Foothill Global Access: on-going access to computer with Email software and capabilities; Email address; Java-script enabled internet browsing software.

4. Course Content (Body of knowledge) -

- A. Introduction and Background
 - 1. Historical overview of late 20/21st century American culture
 - 2. Defining popular culture: "high" versus popular culture
 - 3. Popular culture and artistry
- B. Advertising
 - 1. Advertising and American capitalism—ethical issues
 - 2. Advertising: critical analysis (e.g., conscious /subconscious imagery)
 - 3. Images of women in advertising—feminist critique
- C. Television
 - 1. Television as a reflection of American cultural values/ideals
 - 2. Current television phenomena (e.g., reality shows)
 - 3. Television and social criticism: "The Simpsons"
- D. Music
 - 1. Multiculturalism and American popular music
 - 2. Popular music versus classical music—historical perspectives and shifting boundaries
 - 3. Rock, rap, and the "Doctrine of Ethos"—can music influence human behavior?
- E. Technology
 - 1. Technology and evolving communication/language
 - 2. Democratization and cyberspace
 - 3. Technology and shifting social contracts
- F. Sports
 - 1. Football and semiotics (football as an American metaphor)
 - 2. Critical analysis—sports as Dubord's "Spectacle"
- G. Film
 - 1. Reflections on the American dream--Hollywood as a purveyor of American culture
 - 2. Race and gender stereotypes in contemporary films
 - 3. Film analysis--artistry in American films
- H. Student Presentations
 - 1. Topics of special interest to students

5. Repeatability - Moved to header area.

6. Methods of Evaluation -

Students will be evaluated on a point accrual system. Students will demonstrate their comprehension of course material through:

- A. In-class collaborative analyses of popular culture artifacts
- B. Weekly analytical papers (based on readings and problem based projects)
- C. Class presentations
- D. Exit Essay (synthesizing and connecting course learning with life beyond the classroom)

7. Representative Text(s) -

- A. Petracca, Michael and Sorapure, Madeleine. Common Culture: Reading and Writing About American Popular Culture, 6th edition, 2008.
- B. Open source readings (various authors), provided as links on the course website.

8. Disciplines -

Fine Arts

9. Method of Instruction -

Lecture, Discussion, Cooperative learning exercises, Self-paced, Oral presentations, Electronic discussions/chat, Laboratory, Demonstration,

10. Lab Content -

Students apply theoretical knowledge to popular culture artifacts (films, television, music, advertising, etc.) in a problem-based environment. These problem-based activities are accessed through audio and video clips on the course website, and are supplemented by directed viewings of live events and materials on reserve in the campus Media Center. Learning is assessed and reinforced through discussion forums and weekly analytical essays.

11. Honors Description - No longer used. Integrated into main description section.

12. Examples of Required Reading and Writing and Outside of Class Assignments -

- A. Read and then summarize 3-5 short articles weekly.
- B. Apply the understandings gained in the readings to weekly "problem-based" writing assignments.
- C. Participate twice weekly in ongoing forums.
- D. Craft an "exit essay" in which students connect what they learned in Fine Arts 1 both to other classes and as well as their "out-of-school" life.

13. Need/Justification - No content

Course status: *Active*

Development status: Approved

Owner-Editor: nunezcori@foothill.edu

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Comments:

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