

Creating Media that Counters Oppressions Spring 2023

Required Texts:

Please see the section on “Course Readings” for more information about required texts.

Course Readings:

Course readings will be selected from:

Alpert, Rebecca T. *Religion and Sports: An Introduction and Case Studies*. New York: Columbia University Press, 2015.

Bilici, Mucahit. "Muslim Ethnic Comedy: Inversions of Islamophobia." In *Islamophobia/Islamophilia: Beyond the Politics of Enemy and Friend*, edited by Andrew Shryrock, 195-208. Bloomington: Indiana University Press, 2010.

Farzan, M. S. *Entromancy: Book One of the Nightpath Trilogy*. Berkeley: Nightpath Publishing, 2015.

Hansen, Chris. “From *Tekken* to *Kill Bill*: The Future of Narrative Storytelling?” In *Halos and Avatars: Playing Video Games with God*, edited by Craig Detweiler, 19-33. Louisville: Westminster John Knox Press, 2010.

Johnson, Randal. Introduction to *The Field of Cultural Production*, by Pierre Bourdieu, 1-25. New York: Columbia University Press, 1993.

Miller, Kiri. *Playing Along: Digital Games, YouTube, and Virtual Performance*. Oxford: Oxford University Press, 2012.

Morehead, John W. “Cybersociality: Connecting Fun to the Play of God.” In *Halos and Avatars: Playing Video Games with God*, edited by Craig Detweiler, 176-189. Louisville: Westminster John Knox Press, 2010.

Nakamura, Lisa. "Queer Female of Color: The Highest Difficulty Setting There Is? Gaming Rhetoric as Gender Capital." *Journal of Gender, New Media and Technology*, no. 1 (2012), <http://adanewmedia.org/2012/11/issue1-nakamura/>

Taylor, Charles. *Modern Social Imaginaries*. Durham: Duke University Press, 2004.

Wolf, Mark J. P. *Building Imaginary Worlds: The Theory and History of Subcreation*. New York: Routledge, 2012.