CS 4830
Coding Culture
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Office Hours: Every day after class in my C.S department office. (I’m also happy to meet with you at other times. Just contact me and make an appointment).

Course Description:

This one credit course explores “coding culture.” In the course we look at this phrase in two ways. First we examine the cultures in which software developers code. Second we examine the cultures that developers create and change through the generation of code.

Course Objectives and Outcomes:

The goals of this course is to survey some of the themes and methods that scholars, journalists and science fiction writers have used to look at coding culture. We will read authors like Scott Rosenberg in *Dreaming in Code*, the film *Her*, Thomas Friedman’s *The World Is Flat*, and Nicholas Carr’s *The Shallows*. A number of themes will be explored including cognitive overload, artificial intelligence, globalization, the politics of technology, transhumanism, and technological determinism.

Accommodations

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats, if necessary. For more information about the SSD, contact them at 801-626-6413, ssd@weber.edu, or http://departments.weber.edu/ssd/.

Grading

All work will be graded on a letter basis. Work (with a few exceptions) will not be graded on a curve. Here is the grading scale:

97-100 A+ (This grade is only given for work that goes above and beyond the requirements for the submission. It also is rarely given out before the ninth week).

94-96 A
90-93 A-
87-89 B+
Grading will be based on participation in class discussions. This is a seminar based class where the learning in is highly dependent on doing a close reading of the assigned texts, coming to class and contributing to the class discussion by articulating your own interpretations of the reading and field questions.

Required (and optional) Materials

Readings will be available for download through the course in the Canvas LMS.

Cheating Policy:

CS Department policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.

Assignments

Assignments (and due dates) are listed in the Canvas learning management system each week. To log into the class in Canvas visit canvas.weber.edu. After you are in the class click on the assignments or syllabus button.

Here is a list of some of the readings we may be looking at this semester:

1) Excerpts from Scott Rosenberg, *Dreaming in Code* Chapter 10 Engineers and Artists
2) **Murray Leinster, *A Logic Named Joe* (Need to purchase on Amazon for $7)
3) Digital Nation Frontline Video
4) **Her (the movie) and excerpts from Sherry Turkle, *Alone Together*
5) Steven Marche, “Is the Internet Making Us Lonely?” other readings TBA
6) Larry Constantine, *The Peopleware Papers*, Excerpts from Section Cowboy Programmers
   Frederick Brooks, *In The Mythical Man Month*, The Tar Pit.
7) Nicholas Carr, IT Doesn't Matter
8) Neil Postman, *Five Things We Need to Know About Technological Change*
9) Nicholas Carr "Is Google Making Us Stupid?" versus Clay Shirky -- *Cognitive Surplus, It's Not Info Overload it's Filtering*
10) Evan Selinger, *The Philosophy of the Technology of the Gun*
    Jared Lanier, *You Are Not a Gadget*
    Eli Pariser -- The Filter Effect
    Ron Diebert, TEDx Talk On Surveillance
    [http://millercenter.org/debates/privacy](http://millercenter.org/debates/privacy)
12) Presentation by Thomas Friedman at MIT on *The World Is Flat*
13) Guest seminar leader: Patrick Thomas on intellectual property
14) Open Source
    Excerpts from the *Cathedral and the Bazaar*
15) Trans-humanism
    Robert Kurzweil
16) Netiquette / Automating Etiquette / Adversarial Design
    Evan Selinger TEDx talk.
    "Solutionism, Adversarial Design, and the Politics of Usability"
17) A chapter from the science fiction book *Paintwork*
    [http://www.huffingtonpost.com/evan-selinger/what-scifi-can-teach-us-a_b_2534115.html](http://www.huffingtonpost.com/evan-selinger/what-scifi-can-teach-us-a_b_2534115.html)