

Tulane University School of Architecture
ADGM 6400: Theories in Digital Media
Spring 2016
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This course is devoted to the reading and analysis of key theoretical and critical texts of the last thirty years related to Digital Media and the Information Age Technology. The focus of the course is the conceptual and formal ideas associated with computation, their application and development. Each student will be asked to read all the texts and will be responsible for one text of his/her choice to be presented at the beginning of one of the reading session.

Course Goals

- 1.** To engage the mind in a complex definition of architecture
- 2.** To engage the student in the articulation of ideas concerning the thinking, representation and production of architecture in the Information Age Technology era.
- 3.** To encourage the student to confront culture, knowledge, and intuition in thinking of architecture that goes beyond stylistic issues to satisfy larger conceptual, social, and human values.

Course Structure

Readings: The course will be structured around a reading for each week.

Papers: one paper of approximately 500 words will be submitted for each reading. Each week one student will be responsible for the presentation and will lead the discussion.

One paper of 3000 words will be submitted at the end of the semester, the paper will engage ideas presented in the readings.

Assignments and Grading

Participation in class discussions is 20% of the final grade, weekly paper 20%, and final paper 60%