Teaching the Debate:
New Media, Popular Culture & Pedagogy

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The Debate

Henry A. Giroux

Disturbing Pleasures

Allan Bloom

The Closing of the American Mind

"An unparalleled reflection on today's intellectual and moral climate... That rarest of documents, a genuinely profound book."

The New York Times Book Review
New Media

- Incredible Information
- Waste of Time
- Distraction
- Plagiarism
Teach New Media

1. Connect with Students
2. Address the debates about new media with new media
3. Facilitate Critical Thinking
Demonstration

Theoretical

1) Plato’s *Phaedrus*
2) History of Media Technology
3) Science Fiction and Science Fact
Demonstration

Practical

1) Demonstration of the use of new Media in the classroom
2) How new media can be employed in pedagogy
Demonstration

1) Computer Games - MMORPGs
2) Audio Mashups or Remixing
3) Digital Divide
MMORPGs
MMORPGs
Economic study of Norrath

Exchange Rate
1 Platinum Piece = $ 0.01072; better exchange rate than the Yen or Lira

Gross National Product
$135 million or $2,266 per capita
Norrath is the 77th richest country in the world

Hourly Wage
Average avatar makes 319 PP per hour or $3.42/hour (assuming an exchange rate of 0.01072 PP per dollar).
Conclusions

- MMORPGs are not just fun and games
- MMORPGs offer a real alternative to “real life”
- MMORPGs maybe the future of human interaction
MMORPGs

Questions/Issues
• Real life or MMORPG; Red or Blue Pill
• Is this the future of social interaction?
Mashups
Mashups

DJ Danger Mouse

*The Grey Album*

Mash of the Beatle’s *White Album* and Jay-Z’s *The Black Album*
Mashups

Mark Vidler - GHP
Wrapped Detective
Questions/Issues

• Are mashups a kind of plagiarism?
• Are mashups a violation of copyright law?
• Are mashups illegal?
• Are mashups legitimate art?
Digital Divide

**Definition**

“The divide between those with access to new technology and those without.”

*Information haves vs. Information have-nots*
Digital Divide
Digital Divide

Questions/Issues

• We are a privileged minority (less than 8%).
• What should be done about the Digital Divide?
• What can you do about the Digital Divide?
• What role and responsibility do you have?
Summary

1. New Media is not simply a distraction or waste of time that should be limited or prohibited
2. New Media can be used to teach our students about the conflicts, dilemmas, and controversies surrounding technology
3. By teaching New Media, we can engage our students in critical thinking by connecting with them on their own turf and in their own terms
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