



Welcome to the Desert of the Real: An Exploration of Cyberpunk Literature and Culture

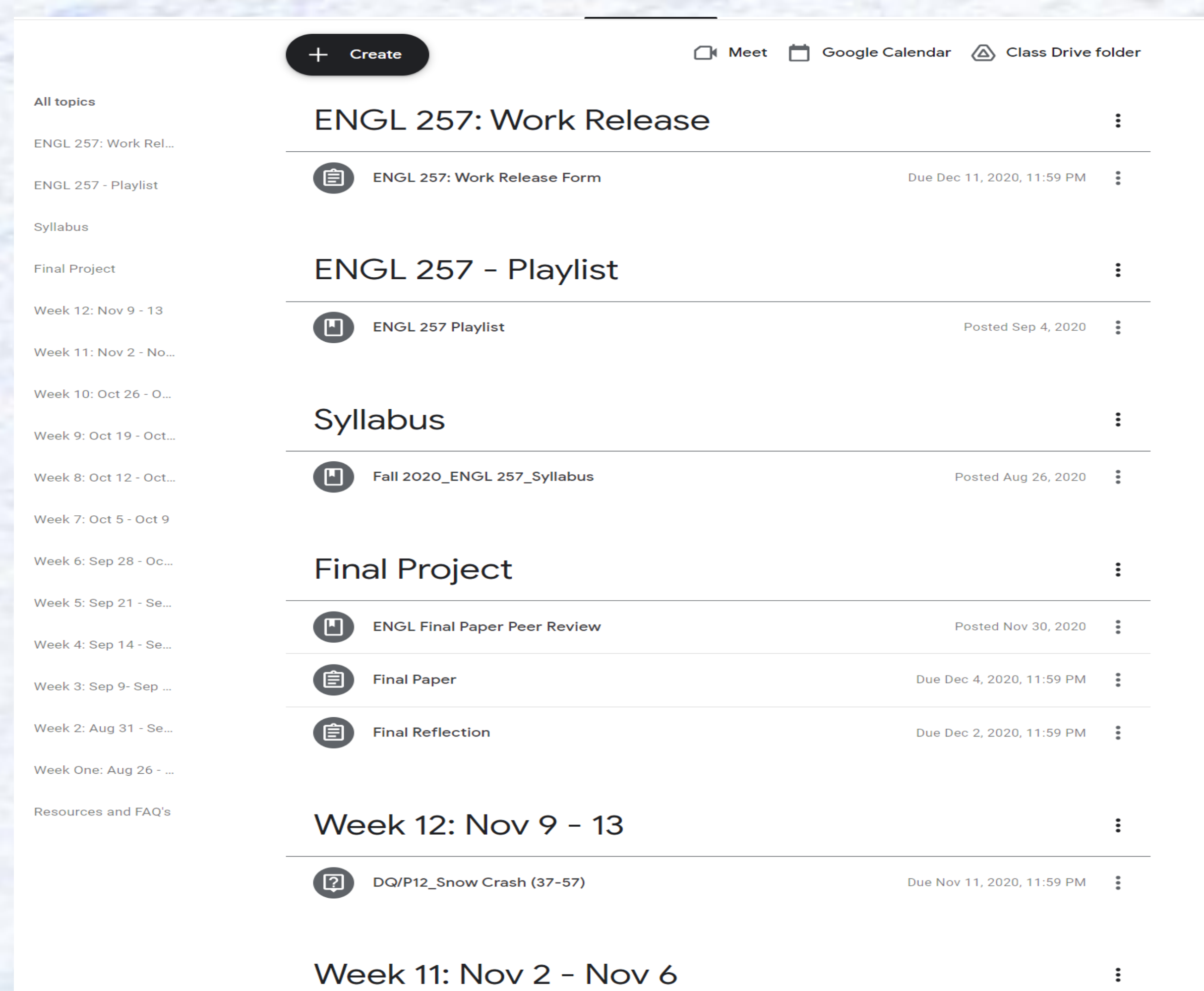
Project Goals:

- Aims to create a reader's guide for the genre of cyberpunk literature
- Make use of existing openly licensed materials
- Create new tasks, activities, and contents
- Collaborate with students to make a useable OER

Sample Content Slides:



Google Classroom structure:



"CyberPunk" by Florian de Gesincourt

Course Information:

- Platform – Google Classroom
- Code - #####
- Mode - Asynchronous

Instructor's Details:

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Course Description:

Cyberpunk is a science fiction genre noted for its focus on high tech and low life. It features advanced science, such as information technology and cybernetics, coupled with a degree of breakdown or radical change in the social order.

Traditional science-fiction dealt with things that were possible but not probable. Cyberpunk dealt not just with the possible and probable but also with things that man already has.

In this course, we will dive into the matrix of cyberpunk genre and experience some amazing texts, of print and other medium, that deal with concepts and issues such as cyberspace, cyborg, technocracy, dystopia, gender identity etc.

Intended Workplan:

Summer 2020

- Navigating through materials
- Drafting syllabus, tasks, and activities

Fall 2020

- Creating google class
- Assigning activities and tasks
- Collecting student feedback
- Redesigning items based on students' feedback
- Taking students' permission

Spring 2021

- Structuring and finalizing developed content
- Searching publishing tools
- Finalizing OER

Challenges:

- Lack of materials
- Confusion regarding types of CC licenses
- Difficulty in explaining the collaborative nature of the project
- Struggle with the organization of materials
- Challenges regarding getting students' permission
- Seamless transfer of content for publishing