IMMERSIVE URBANISMS

TECHNOPOLITICS OF [METAVERSE]*

This seminar will engage in critical discussion of the relationships, overlaps and oscillations between immersive media, digital virtual images, spaces and cities. From 19th century panoramas and phantasmagoria to the proliferation of urban screens, social media, videogames, XR and metaverse [\( \text{=} \) (*ifice*)], the course will examine immersive technologies and digital imaging in relationship to the ways we live in, conceive of, and imagine the built environment. Aesthetic, social, political and technical questions, structures of control, power, and labor, and issues of race and gender will be considered. Over the course of the seminar students will engage in theoretical inquiry and work on speculative design proposals that interrogate the current and future material, social, political and cultural implications of immersive spaces.

Most crucially, this seminar focuses on critical history of immersive technology and situate immersive spaces and images in the context of modernity, globalization and colonial history, drawing from post-colonial, queer and feminist media studies and media archeology. Over the course of the seminar, aesthetic, social, political and technical questions, structures of control, power, labor, and issues of race and gender will be considered.

As the media hype around metaverse and its diverse permutations, affiliate platforms and extended reality technologies is consistently growing, alongside their harsh criticism, this seminar is positioned as an alternative to both excessive optimism and pessimism, as it proposes to situate this nonexistent contested territory into its historical, political and cultural context.

*show up for the first class on Mon Jan 9 at 8:30AM to learn more! Email me at nazmeeva@umich.edu if the class is full, but you want to take it!