Much recent fiction, film and theory are concerned with representing the internet and the World Wide Web. Sometimes cyberspace is depicted as a continuation of previous media such as television, cinema or telephone, but often it is envisioned as a new frontier. This course will examine the ways in which virtual media appears in cultural discourses. We consider how technological objects and tools participate in shaping elements of our culture that may appear natural, logical, or timeless. Our guiding questions will include the following: In what ways are these narratives shaping collective perceptions of the internet? How have virtual technologies challenged experiences of language, gender, community and identity? We will focus on social networking, gaming, artificial intelligence, and literary and filmic representations of these. Following a Cultural Studies model for inquiry, this course will be project-based and experiential. Your attendance and participation are mandatory. No experience needed, only a willingness to take risks and share work. There will be writing assignments in multiple formats.