# **COURSE DETAIL**

# **DIGITAL POPULAR CULTURE**

# **Country**

United Kingdom - England

#### **Host Institution**

King's College London

# Program(s)

King's College London

### **UCEAP Course Level**

**Upper Division** 

# **UCEAP Subject Area(s)**

Sociology Film & Media Studies Communication

### **UCEAP Course Number**

156

### **UCEAP Course Suffix**

#### **UCEAP Official Title**

DIGITAL POPULAR CULTURE

# **UCEAP Transcript Title**

**DIGITAL POP CULTURE** 

# **UCEAP Quarter Units**

6.00

#### **UCEAP Semester Units**

4.00

# **Course Description**

This course teaches students the basic structures and syntax of a common programming/scripting language Python. Programming is at the heart of the human control of the digital world; through the use of programming and scripting languages, we can gather, manipulate and share data, create new applications and extend the existing ones. Further, learning the logic, possibilities and limitations of programmatic structures allows us to better appreciate and understand the technology within the greater digital world.

# Language(s) of Instruction

English

#### **Host Institution Course Number**

5AAVC250

#### **Host Institution Course Title**

DIGITAL POPULAR CULTURE

#### **Host Institution Campus**

King's College London

### **Host Institution Faculty**

**Host Institution Degree** 

### **Host Institution Department**

Digital Humanities, Arts and Humanities

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