Communication Literacy in the Age of Misinformation

Course Purpose/What will I learn?

This course introduces students to the concepts and skills required to be communications literate, detecting misinformation and disinformation from reliable sources. The course aims to improve each student's abilities to identify communicator intent across the wider world of news and media content. The course develops skills in evaluating message accuracy, clarity and aim across varied media.

Instructor Bio

Lindsay D. Grace is Knight Chair in Interactive Media and an associate professor at the University of Miami School of Communication. He is Vice President for the Higher Education Video Game Alliance and the 2019 recipient of the Games for Change Vanguard award. Lindsay's book, Doing Things with Games, Social Impact through Design, is a well-received guide to game design. He has served on panels for the US Department of State and the Department of Homeland Security focused on misinformation and disinformation. He helped lead the design and development of Factitious, a web-based fake news game that trains players to get better at telling fact from fiction.

His work has received awards and recognition from the Games for Change Festival, the Digital Diversity Network, the Association of Computing Machinery's digital arts community , Black Enterprise and others. He authored or co-authored more than 70 papers, articles, and book chapters on games since 2009. His creative work has been selected for showcase internationally including New York, Paris, Sao Paolo, Singapore, Chicago, Vancouver, Istanbul, and others. Lindsay curated or co-curated Blank Arcade, Smithsonian American Art Museum's SAAM Arcade, the Games for Change Civic and Social Impact and others. He is the former vice president of the Global Game Jam, and sits on the advisory board for the University of Miami's center for Global Black Studies.

SYLLABUS

Course Competencies:

- o Identify bias, persuasion, and other slant in a variety of media communication.
- o Recognize and interpret the effects of specific media on society, culture, and communities.
- o Understand and interpret diverse media outlets, their strengths, and weaknesses.
- o Identify and examine your own reactions when exposed to different types of media andmessages.

Course Prerequisites: none

Materials Fees: none

Assignments/Coursework:

Required Reading

- Chapter 1 Excerpts of Ott, Brian L., and Robert L. Mack. Critical Media Studies: An Introduction, John Wiley & Sons, Incorporated, 2014.
- Chapter 1 excerpts of Best, Joel. Damned Lies and Statistics : Untangling Numbers from the Media, Politicians, and Activists, University of California Press, 2012
- Excerpts from News Literacy Project/Facebook Journalism Project "Give Facts a Fighting Chance" - Chapter two, Misinformation
- Barthes, Roland. "The photographic message." Theorizing communication: readings across traditions (2000): 191-199.
- Media Literacy Project, Introduction to Media Literacy (creative commons attribution)

Course Topics Outline

Schedule	
Week #	Reading (complete by end of week)
1	**Historical Context, Linguistic Literacy, Technology and Misinformation**
2	**Data Literacy, News and News-like Sources in Misinformation and Disinformation**
3	**Media Literacy: Visual Literacy and Mis/Dis Information through Visual Representation**