

Syllabus

Department: Library and Information Science

Course Number and Title: LIS 213 Popular Culture and Young Adults

Bulletin Description: [25 words maximum]

This course examines popular culture in society. The connection between mass media and cultural consumption is explored with focus on how teens respond to commercialism.

Prerequisite(s): None

Co-requisite(s): None

Course Objectives:

This course aims to provide:

An understanding of popular culture within a broad social context

An understanding of the relationship between popular culture and the social world of teens

An understanding of the value of popular culture as a tool in attracting teens to libraries

An overview of the history of library services to teens

Program Goals and Outcomes:

2B) Understand the concepts, issues, and methods related to the acquisition and disposition of resources, and the management, preservation and maintenance of collections.

4A) Acquire, apply, analyze and assess information, communication, assistive, and other technological skills related to resources, service delivery, professionalism, efficacy, and cost-efficiency of current technologies and relevant technological improvements.

8B) Understanding the concepts behind, issues relating to, and methods for the following: assessment and evaluation of library services and their outcomes, developing partnerships, collaborations, networks, and other structures, and principled, transformational leadership.

Units of Instruction:

WEEK 1

Preliminaries

Pop Culture: Definition/History/Society Pop Culture Quiz

WEEK 2

Teens and Libraries

Pop Culture & Teens

Trendspotting (aka trend watching) Pop Culture & Libraries

WEEK 3

YA Literature, Graphic Novels, Comics, and Fanfiction TV, Movies, and Music

Social Media, Gaming, and the Internet

Media & Technology

QRR #1 due

WEEK 4

Library Programming and Services Multicultural/Diversity

WEEK 5

Materials & Collection Development

Marketing, Public Relations, and Professional Development QRR #1 due

WEEK 6

Final Project Due

Bibliography:

Required:

Helmrich, E., & Schneider, E. (2011). Create, relate, and pop @ the library: Services and programs for teens & tweens. Neal Shuman.

Suggested:

Boyd, D. (2014). It's Complicated: The Social Lives of Networked Teens. Yale University Press.

Brookover, S. & Burns, E. (2008). Pop goes the library: Using pop culture to connect with your whole community. Information Today.

Kirsch, B.A. (2014). Games in Libraries: Essays on Using Play to Connect and Instruct. McFarland.

Savage, J. (2008). Teenage: The Prehistory of Youth Culture: 1875-1945. Penguin.

New York State Education Department Requirements

1. Contact Hours – 30 hours

Comprised of the following:

- Periodic announcements/discussion posts by the instructor
- Lecture (online or face to face)
- Monitoring group discussions
- Reviewing assignments
- Advising on semester projects
- Email interaction

2. Supplementary Hours – 120 hours

Comprised of the following:

- Assigned reading
- Weekly assignments (individual and group)
- Research for semester projects
- Presentations (online or face to face)
- Academic Service-Learning projects (where appropriate)