What is “popular culture”? How has it shaped Americans' views of themselves and others? And what role has it played in reinforcing (and challenging) dominant ideologies of race, gender, and nation? This course explores the origins and evolution of popular culture in the United States, from the late nineteenth century to the present day. Working closely with a wide array of primary sources (e.g., advertisements, Hollywood films, TV shows, video games, graphic novels, memes about other new media phenomena), students will analyze how popular culture functions in modern American society—as a site of social instruction, a venue of popular expression, and a “technology” for mediating cultural ideals, desires and fears.

Readings: David Nasaw, Going Out; Ian Bogost, How to Talk About Video Games; short articles and primary sources on D2L; plus video screenings both in class and outside as needed