Culture, Art, and Technology

OFFICE: Sixth College Administration Building
http://sixth.ucsd.edu/

Program Director

Hillel Schwartz, Ph.D.

The theme of Sixth College was motivated by the rich intellectual challenges inherent in the intersection of technology, culture, and the arts. The academic plan exploits the college theme to create a curriculum that will prepare students for a future that demands ethical integrity; teamwork skills; ability to adapt to rapid change; aptitude to think abstractly; the competence to acquire, process, and evaluate new information critically; and the proficiency to communicate across disciplinary boundaries. To achieve this goal, Sixth College will create a learning environment, both inside and outside the classroom that will emphasize collaborative learning, pattern recognition, deductive reasoning and creative imagination, and the ability to hypothesize, interpret, and express thoughts and ideas through the effective use of communication tools that include the digital medium. Sixth College will provide the skills necessary for lifelong learning, including information technology and fluency with information literacy and the crucial ability to seek out and learn from experts.

On campus and off, students will be linked in many ways—by social and local engagement, by cultural and intellectual projects—so that Sixth College becomes an identifiable, sustaining community that is always reaching out to others. More than an ethical obligation to service, the engagement with the outlying community is integral to the mission of the college to engage our students in the process of learning to listen across cultures.

COURSES

LOWER-DIVISION

CAT 1. Culture, Art, and Technology 1   (4)
A global historical overview of principles and patterns of human development, with emphasis on technology and the arts. Traces causes and consequences of cultural variation. Explores interactions of regional environments (geographic, climatic, biological) with social and cultural forces. *Prerequisites: Sixth College students only; may be taken concurrently with SDCC 1.* Offered fall 2002.

CAT 2. Culture, Art, and Technology 2   (6)
Fundamental shifts in one area of endeavor can have a profound impact on whole cultures. Examines select events, technologies, and works of art that revolutionized ways of inhabiting the world. Intensive instruction in university-level writing; featured sections on information literacy. *Prerequisites: completion of Subject A requirement; Sixth College students only.* Offered winter 2003.

CAT 3. Culture, Art, and Technology 3   (6)
Students engage with various interdisciplinary modes of apprehending the near future. Working in teams on community projects, they are challenged to listen and communicate across cultures and develop cogent technological and artistic responses to local problems. Writing and information literacy instruction. *Prerequisites: completion of Subject A requirement; Sixth College students only.* Offered spring 2003.

CAT 4. Culture, Art, and Technology 4   (2)
Students will work in project teams to explore the prudent and appropriate use of software applications to gather, process, shape, and communicate information. Topics may include critical examinations of computer-based technology, impact on privacy, ethical problems in computing, etc. *Prerequisites: Sixth College students only; lab attendance is not required.* Offered winter 2003.