Immerse Yourself: Virtual Reality and the Metaverse

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COURSES
First-Year Experience Seminar
UGST 109
  1 credit

Media and Society
J 201
Core Education Social Science (>2)
  4 credits

CALENDAR
First FIG Meeting
You will get to meet your FIG classmates, FIG Assistant (FA), and Faculty before classes start!

Check your FIG page in September to find out more details.

ACADEMIC TEAM
First-Year Experience Seminar Professor
Maxwell Foxman
Assistant Professor in Journalism and Communication
mfoxman@uoregon.edu

FIG Assistant
Kaloni Hernandez
kahlonih@uoregon.edu

ABOUT THIS FIG
FYE Seminar
Often when we imagine immersive media, science fiction is top of mind. Whether it is The Matrix's expansive 3D virtual universe or the strange HMDs like the Meta Quest 2 released over the past five years, immersive and interactive media conjures up notions of gamers and strange new worlds. In truth, our lives are becoming increasingly virtual: we congregate in remote internet spaces like Zoom; major social media platforms like Facebook (now Meta) and Apple are investing heavily in VR/AR technologies as the next generation of personal computation devices. Athletes, artists, and others anticipate an unprecedented, persistent “metaverse,” with virtual property, NFTs and even currencies like blockchain. Even political representatives like Alexandra Ocasio-Cortez reach out to their constituents in virtual games like Animal Crossing.

This FIG serves two purposes. First, and foremost, it is meant to get you into virtual reality. We plan to meet in VR, do activities in the metaverse and engage with all things immersive, from the tools used to build virtual reality to thinking about the future of work and meetings. Second, it will introduce students to immersive media's rich foundational scholarship, which stretches from theorists like Plato, through 20th-century thinkers like Susanne Langer, to contemporary pioneers in media psychology. Not contained in a vacuum, the study of these technologies opens a window into grounded communications and media studies concepts, ranging from the diffusion of innovations to issues of access, power and control.

Media and Society
What is the relationship between media industry and media content? How does popular culture articulate cultural beliefs and practices? How do we analyze and interpret the media industries? This course is designed to equip students with the key concepts, theories, and methods to undertake their own critical analyses of media and the industries that make them. It will examine how media emerge within specific social and historical contexts and how they participate in ideological practices with wide-reaching cultural consequences.

NEXT STEPS
After you’re registered for your FIG, you will want to check out the Meet Your FIG page (https://fyp.uoregon.edu/fall-2022-figs). This page will have everything you need to know before the beginning of fall term, including how to email your FIG Assistant, your summer assignment, and when you will be meeting your FIG for the first time in September. In order to prepare for your coursework and be notified about important academic deadlines you will want to download the "Canvas" and "Navigate" apps to your devices. Also, be sure to visit the FYE Community page in September, which has all the resources you’ll need to achieve success in your first-year (https://fyp.uoregon.edu/community). If you have questions about anything, make sure you email your FIG Assistant – they are here to help!

ENROLLED IN A FIG AND CHANGED YOUR MIND?
Visit this link to find out the best way to make FIG changes for you: https://fyp.uoregon.edu/fig-enrollment-2022