Subject Code	ENGL5003				
Subject Title	Popular culture and English				
Credit Value	3				
Level	5				
Pre-requisite / Co-requisite/ Exclusion	N/A				
Objectives	<ul> <li>a. develop students' critical awareness of popular culture, as text and as activity, focussing on the ways in which commercial and media entertainment inscribes cultural practises and identities;</li> <li>b. discuss folk and mass cultures, and tensions between popular and high culture including contemporary electronic media;</li> <li>c. discuss apparent boundaries between media and reality, and consider how consumerism shapes everyday life, how consumerism shapes social and personal interactions in private life, public life, business and the workplace;</li> <li>d. discuss themes such as hegemony, racial and gender stereotyping and construction, globalisation and hybridization of media in popular culture industry.</li> </ul>				
Intended Learning Outcomes	<ul> <li>Upon completion of the subject, students will be able to:</li> <li>a. master theoretical concepts and apply them to the analysis of popular culture artefacts;</li> <li>b. understand the role of popular culture in society and how it contributes to the construction of identities, leading to a better understanding of oneself and others;</li> <li>c. demonstrate awareness of popular culture in its different manifestations as part of creative/cultural industry</li> <li>d. display critical and creative thinking through the analysis and discussion of popular culture artefacts.</li> </ul>				
Subject Synopsis/ Indicative Syllabus	<ul> <li>Defining and explaining popular culture: theories and frameworks for the analysis of popular cultural artefacts.</li> <li>Pop culture in contemporary society</li> <li>Defining and explaining popular culture</li> <li>Books as pop culture: literature and fashion</li> <li>Cinema: literature, movies and language</li> <li>Comics as pop cultural artefacts: history and criticism</li> <li>Music: pop music and performance</li> <li>Magazines: pop culture and pop language</li> </ul>				

Teaching/Learning Methodology	This subject applies western and Asian pop the workplace, and bus	oular cultures in	the	areas o	of med	lia, the	•	
Assessment Methods in Alignment with Intended Learning	Specific assessment methods/tasks	% weighting	Intended subject learning outcomes to be assessed (Please tick as appropriate)					
Outcomes			a	b	c	d		
	1. Portfolio	60%	<b>√</b>	<b>✓</b>	<b>✓</b>	<b>√</b>		
	2. Presentation	40%	<b>√</b>	<b>✓</b>	<b>✓</b>	✓		
	Total	100 %						
	<ul> <li>and will involve research, analysis, application of critical methodologies, and discussion on part of students on how the artifacts gain significance in society.</li> <li>2. Students will present analysis of a pop cultural artifact, and demonstrate critical and theoretical awareness in the discussion of aspects of pop culture in contemporary society</li> </ul>						d	
Student Study Effort Expected	Class contact:							
	Lecture					39 Hrs.		
	Other student study effort:							
	Preparation for lectures					34 Hrs.		
	Preparation for assignments					39 Hrs.		
	Total student study effort					112 Hrs.		
Reading List and References	Bateman, John & Veloso, Francisco O. D. (2013). The semiotic resources of comics in movie adaptation: Ang Lee's Hulk (2003) as a case study. Studies in Comics, Volume 4, Number 1,. pp 135-157. Doi:10.1386/stic.4.1.135-1.  Trier-Bieniek, A and Leavy, P (eds) (2014) Gender and Pop Culture: A Text-Reader. Sense Publishers: Boston Bordo, Susan. (1999). The Male Body: A New Look at Men in Public and in Private. New York: Farrar, Straus and Giroux.  Rachel Bowlby. (1993). Shopping with Freud. New York and London: Routledge.							

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	Webster, Frank, "Cultural Studies and Sociology at, and after, the closure of the Birmingham School," <i>Cultural Studies</i> , 18 (6) 2004: 847-62.
	of the Birmingham School, Cultural Studies, 18 (6) 2004: 847-62.

Revised by Aditi Bhatia, March 2021