This course surveys the field of new media art, or digital art. It considers Western art and artistic practices employing digital computational technologies from the room-sized mainframe computer to today’s mobile and ubiquitous media, from the 1960s to the present. We will attend to the work of a variety of artists working in a host of emergent genres (net art, glitch art, GIFs, etc.) in order to gauge the ways in which digital media has changed, continues to change, and has failed to change contemporary art, culture, and experience more broadly. Topics to be studied include new media art’s vexed relation to the art world, networked sexuality, and Chicago and Midwestern ties to new media art. The course will include visits to fall 2018 exhibitions at the Museum of Contemporary Art, the VGA Gallery, and the Block Museum.