

DEPARTMENT OF SOCIOLOGY
FOURTH SEMESTER
COMPULSORY PRACTICAL / SKILL - 1
DIGITAL AND COMPUTATIONAL SOCIOLOGY

NO. OF CREDITS- 2

NO. OF HOURS- 30
[0+1 + 3 practical]

OBJECTIVES:

- To introduce the students to sociological understanding of Digital Sociology.
- To make them understand the difference between natural, manmade and technology based disasters and its effects.
- To enable the students to understand about the problems of Global Warming, Climate Change and Solid Waste.
- To enable the students to evaluate the myths about disaster and human behaviour.

UNIT - 1: INTRODUCTION

(20 Hours)

- Defining Digital Sociology and Computational Sociology
- Emergence and importance of Digital Sociology and Computational Sociology
- Conceptualization of Online Communities, Cyber Identities, Big data, Digital Inequality, Network analysis, Data mining, Virtual reality, Augmented Reality, Computer Simulations and Artificial Intelligence

UNIT - 2: THEORETICAL PERSPECTIVES

(10 Hours)

- Social Constructionism (Peter Berger & Thomas Luckman), Symbolic Interactionism (Erving Goffman) Critical Theories (Christian Fuchs)
- Practical Component: Field Study and Report submission on any Computer Technique acquired by the Student

COURSE OUTCOMES:

1. Able to understand the relationship between Sociology and Disaster.
2. Knowledge about disasters and their effects.
3. Learn to manage problems of Disaster.
4. Learn to apply Sociological approaches to analyze disaster and apply action for its solution

PEDAGOGY:

While introducing Sociology of Disaster Management, emphasis should be laid on the structure and composition with recent changes across the globe and Indian society. For effective teaching and meaningful learning, illustrations may be drawn from relevant empirical studies and social situations. Conscious effort should be made to drive home the relevance of Disaster Management. Make the students to be involved in lecture and discussions with active learning and field based studies.

REFERENCES:

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