

# Minnesota State College Southeast

## SOCS 2550: Sociology of Popular Culture

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 05 - Hist/Soc/Behav Sci, Goal 09 - Ethical/Civic Resp

This course examines popular culture from a sociological perspective. Particular attention is paid to how individual and group thinking and behavior shape, and are shaped by popular culture, how its industries work, and the consequences of popular culture's continual evolution. (Meets MnTC goals 5 and 9) (Prerequisite: none) (3 credits: 3 lecture/0 lab)

### B. COURSE EFFECTIVE DATES: 11/21/2017 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Sociological theories and methodology relative to popular culture
2. Mutual influences of popular culture and human behavior, race, class, gender, and/ sexuality
3. Organization and power in popular culture industries
4. Pros and pitfalls of popular culture

### D. LEARNING OUTCOMES (General)

1. Apply sociological theories and concepts, and discuss research methods commonly used to study popular culture and the industries (e. g., media, entertainment, fashion) that create and promote it
2. Describe the processes by which popular culture's industries influence the thinking and behavior of various audiences and vice-versa, particularly in terms of individual and group social movements
3. Explain how popular culture creates and reflects social boundaries and issues (e. g., race, gender, class, sexuality), and how these affect individual, group, and societal behaviors, as well as social norms and policies
4. Articulate the ways in which popular culture's industries shape human thought and behavior via peer groups and social networks
5. Discuss popular culture's industries in terms of the creative process and the power of various gatekeepers
6. Explain how one's identity and relationship to society are shaped, maintained, and changed by popular culture, using sociological concepts
7. Articulate personal attitudes toward popular culture and its industries
8. Describe potential long-term consequences of recent events in areas of societal concern (e. g., politics, economics, justice) on popular culture
9. Evaluate multiple solutions to pitfalls created by popular culture
10. Compare various historical and contemporary perspectives relative to popular culture

## **E. Minnesota Transfer Curriculum Goal Area(s) and Competencies**

### Goal 05 - Hist/Soc/Behav Sci

1. Employ the methods and data that historians and social and behavioral scientists use to investigate the human condition.
2. Use and critique alternative explanatory systems or theories.
3. Develop and communicate alternative explanations or solutions for contemporary social issues.

### Goal 09 - Ethical/Civic Resp

1. Examine, articulate, and apply their own ethical views.
2. Recognize the diversity of political motivations and interests of others.
3. Identify ways to exercise the rights and responsibilities of citizenship.

## **F. LEARNER OUTCOMES ASSESSMENT**

As noted on course syllabus

## **G. SPECIAL INFORMATION**

None noted