Be Another Lab, *The Machine to Be Another* (Gender Swap/Seeing the world through someone else’s eyes), 2014.

**AMST30100 Virtual Reality: Empathy, Entertainment & the Everyday**

CRN: 17909 (cross-listed with AD33400 CRN: 17910)
Fall 2016, TR 10:30am - 11:45am, HEAV G004
Prof. Shannon McMullen (smcmullen@purdue.edu)
prerequisites: none

This course fulfills a requirement in the majors and minors:
* American Studies
* Studio Arts and Technology
* Integrated Studio Arts
* Electronic and Time-Based Art

With the introduction of new technologies such as the Oculus Rift and Google Cardboard, VR has left the lab and is entering everyday American life. Using the resources of the university and weekly readings, we will engage hands on with VR technologies (past and present) and VR cultural productions to take up questions and issues that may include: race, gender and sexuality, empathy and play, cyberselves and society.

For more information go to: http://www.cla.purdue.edu/vpa/etb/