

Course Code	Course Name	Credits
26EN014	INTRODUCTION TO POSTHUMANISM	04

Course Objectives

- To provide a comprehensive overview of the evolution, genres, and characteristics of posthumanism, distinguishing it from traditional humanism
- To investigate the intersection and friction between Technological Posthumanism (digital/cybernetic) and Philosophical Posthumanism (ontological/existential).
- To examine the agency of matter and the environment within the Anthropocene, using contemporary essays to shift focus from human-centric to eco-centric perspectives.
- To interrogate how science fiction literature and media-specifically themes of survival and architectural AI-redefine the boundaries of "human" resilience.
- To assess how films and games translate posthuman theory into visual and interactive experiences.

Learning Outcomes

Upon successful completion of this course it is intended that a student will be able to:

- Remember and understand the evolution of posthumanism and identify the core characteristics that define its various genres and conceptual frameworks.
- Employ the mechanical/digital focus of Technological Posthumanism with the affective and ethical inquiries of Philosophical Posthumanism.
- Break down a complex system to show how the environment is an active "character" in the world.
- differentiate and understand the portrayal of posthuman survival and the "more than human" condition through the texts *The Road* and *Rose/House*.
- Create a critical evaluation on how the affordances of different media-specifically the 'cinematic gaze' of del Toro's *Frankenstein* and the 'ludic agency' of *Cyberpunk 2077*-remediate posthuman theory into distinct sensory and participatory experiences.

Unit 1 - Introduction (12 Hrs.)

Evolution of Posthumanism, Definition, Concepts, Genres, Characteristics.

Unit 2 – Theories (12 Hrs.)

Technological Posthumanism

“What is Philosophical Posthumanism”

Unit 3 - Essay (12 Hrs.)

Melinda Harm Benson: *New Materialism: An Ontology for the Anthropocene*

Myra J. Seaman: *Becoming more (than) Human: Affective Posthumanisms, Past and Future*

Unit 4 – Sci-Fi (12 Hrs.)

Cormac McCarthy: *The Road*

Arkady Martine: *Rose/House*

Unit 5 – Film and Game adaptation (12 Hrs.)

Guillermo Toro: *Frankenstein* (2025)

Ortega Kenny: *Descendents* (2025)

Cyberpunk 2077 (Digital Game 2020)

References:

1. Braidotti, Rosi. *The Posthuman*. Polity Press, 2013.
2. Nayar, Pramod. *Posthumanism*. Polity Press, 2014.
3. Kelly, Kevin. *What Technology Wants*. Penguin Books, 2010.
4. Ferrando, Francesca. *Philosophical Posthumanism*. Bloomsbury Academic, 2020.
5. Herbrechter, Stefan. *Posthumanism: A Critical Analysis*. Bloomsbury Academy, 2018.
6. Benson, Melinda. “New Materialism: An Ontology for the Anthropocene”. *New Resources Journal*, Vol. 59, Issue No. 2, 2019, pp. 251-280.
7. Seaman, Myra. “Becoming more (than) Human: Affective Posthumanisms, Past and Future”. *JSTOR*, Vol. 37, No. 2, 2007, pp. 246-275.
8. McCarthy, Cormac. *The Road*. Picador, 2022.
9. Martine, Arkady. *Rose/House*. File Size, 2024.
10. Toro, Guillermo, Director. *Frankenstein*. Double Dare You, Bluegrass Films, Demilo Films, 2025.
11. Kenny, Ortega, Director, *Descendants*. Bad Angels Productions, 5678 Productions, and Disney Channel Original Productions, 2015.
12. *Cyberpunk 2077*. PC, PlayStation 5, Xbox Series X|S, CD Projekt RED, 2020.

COs and Bloom's Taxonomy Mapping – 26EN014

Course Outcomes	On successful completion of this course, students will be able to	BTL
CO1	Students will be able to remember and understand the evolution of posthumanism and identify the core characteristics that define its various genres and conceptual frameworks.	K1, K2
CO2	Students will be able to employ the mechanical/digital focus of Technological Posthumanism with the affective and ethical inquiries of Philosophical Posthumanism.	K3
CO3	Students will be able to break down a complex system to show how the environment is an active "character" in the world.	K4
CO4	Students will be able to differentiate and understand the portrayal of posthuman survival and the "more than human" condition through the texts <i>The Road</i> and <i>Rose/House</i> .	K5
CO5	Students will be able to create a critical evaluation on how the affordances of different media-specifically the 'cinematic gaze' of del Toro's <i>Frankenstein</i> and the 'ludic agency' of <i>Cyberpunk 2077</i> -remediate posthuman theory into distinct sensory and participatory experiences.	K6

BTL K1 and K2 – remembering and understanding, K3- Applying, K4 – Analyse, K5- Evaluate and K6- Create

Relationship Matrix – 26EN014

Course Outcomes	Programme Outcomes (POs)						Programme Specific Outcomes (PSOs)						Mean Score of Cos
	PO1	PO2	PO3	PO4	PO5	PO6	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	
CO1	3	3	2	3	3	1	3	3	3	3	1	3	2.58
CO2	3	3	2	3	3	1	3	3	3	3	2	3	2.66
CO3	3	2	2	3	3	3	3	3	2	2	1	3	2.50
CO4	3	3	2	3	2	1	3	3	2	3	2	1	2.33
CO5	3	3	3	3	2	3	3	3	3	3	2	3	2.83
Total													2.58

Mean Score: 3- High, 2- Medium/Moderate, 1-Low