

Course Code	Course Name	Credits
26EN509	POSTHUMANISM - II	04

Course Objectives

- Introduce key posthumanist concepts such as the nonhuman, embodied technologies, and digital subjectivities through primary texts and theoretical frameworks.
- Examine representations of posthuman futures, cyborg identities, and human-machine interfaces in fiction, film, and short stories.
- Develop skills in analyzing interdisciplinary texts that blur boundaries between human, machine, and environment.
- Encourage students to apply posthumanist theory to contemporary issues like AI, virtuality, and ecological nonhuman agency.

Learning Outcomes

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

- Identify and analyze core posthumanist ideas in prose excerpts from various critics.
- Critically interpret posthuman themes of alienation, evolution, and technological transcendence in novels.
- Evaluate adaptations of posthuman narratives in film by comparing source material with directorial choices on otherness and cosmic scales.
- Assess ethical and existential dimensions of posthumanity in short stories by focusing on AI sentience, sacrifice, and alien assimilation.
- Apply theoretical perspectives to evaluate posthumanism's impact on subjectivity, digital media, and systemic transformations in literature.

Unit 1 – Prose (12 Hrs.)

Bruce Clarke- “The Nonhuman”

Manuela Rossini- “Bodies”

R.L. Rustsky- “Technologies”

Claire Colebrok- “Futures”

Unit 2 – Fiction (12 Hrs.)

Arthur C Clarke: *2001: A Space Odyssey*

William Gibson- *Neuromancer*

Unit 3 - Film Adaptation (12 Hrs.)

Richard McGuire: *Here* [Adapted & Directed by Robert Zemeckis]

Liu Cixin- *Three-Body Problem* [*3 Body Problem*] (Adapted & Directed by David Benioff, D. B. Weiss & Alexander Woo.)

Unit 4 – Short Stories (12 Hrs.)

Brain Aldiss: “Supertoys Last All Summer Long.”

Ken Liu : “The Gods Have Not Died in Vain.”

Peter Watts- “The Things”

Unit 5 - Theories (12 Hrs.)

Katherine Hayles- *How We Became Posthuman* (Chapter- 9,10,11)

Stefan Herbrechter_ - “Posthumanism, Digitalization and New Media”, and “Posthumanity- Subject and System.”

References:

1. Clarke, Arthur C. *2001: A Space Odyssey*. Ace, 2000.
2. Cixin, Liu. *Three-Body Problem*. Head of Zeus, 2015. [*3 Body Problem*. Dir. David Benioff, D. B. Weiss & Alexander Woo. T. Street, 2024]
3. Clarke, Bruce and Rossini M, eds. *The Cambridge Companion to Literature and the Posthuman*. Cambridge University Press, 2016
4. Gibson, William. *Neuromancer*. Penguin USA, 1986.
5. Liu, Ken .“The Gods Have Not Died in Vain.” *The End Has Come*. Broad Reach Publication, 2015.
6. Hayles, Katherine. *How We Became Posthuman*. University of Chicago, 1999.
7. Herbrechter, Stefan. *Posthumanism: A Critical Analysis*. Bloomsbury Academic, 2013.
8. McGuire, Richard. *Here*. Pantheon, 2014.[*Here* Dir. by Robert Zemeckis. Sony Pictures]

COs and Bloom's Taxonomy Mapping – 26EN509

Course Outcomes	On successful completion of this course, students will be able to	BTL
CO1	Recall and explain core posthuman concepts (e.g., nonhuman entities, bodies, technologies, futures) from prose and theorists like Hayles and Herbrechter, alongside key elements in fictions.	K1, K2
CO2	Apply posthuman ideas from prose, theories, and short stories (e.g., Aldiss, Liu, Watts) to interpret narrative structures and themes in film adaptations.	K3
CO3	Analyze intersections of digitalization, subjectivity, and posthuman systems across units.	K4
CO4	Evaluate the effectiveness of posthuman representations in fiction, films, and short stories and critiquing their implications for technology, futures, and new media.	K5
CO5	Create an original posthuman narrative or theoretical proposal inspired by the syllabus, analyze its innovative take on bodies, technologies, and digital futures.	K6

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

Relationship Matrix – 26EN509

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	2	3	3	3	3	3	3	3	3	3	3	2.91
CO2	3	3	3	3	3	2	3	3	3	3	2	3	2.83
CO3	3	3	3	3	3	2	3	3	3	3	2	3	2.83
CO4	3	3	3	3	3	2	3	3	3	3	2	3	2.83
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3.00
Total													2.88

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

