Florida International University
University Graduate School

Master’s Thesis Defense

Abstract

Proceduralizing Privilege: Designing Shakespeare in Virtual Reality and the Problem with the Canon

by

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This thesis focuses on the development of the first project for FIU’s ICAVE, The Globe Experience, presented as part of the “First Folio! The Book That Gave Us Shakespeare” exhibit during February, 2016. The thesis is divided into two parts. The first part is the project itself: a virtual reality recreation of going to The Globe Theater to see a play by William Shakespeare. The second part examines the digital project and outlines how the arguments of Walter Benjamin and postcolonial theorists influenced the design of The Globe Experience, resulting in, what I call, a “temporally and spatially disjointed London.” From this examination, the thesis goes on to question the role of canonical literature in the humanities. I also argue that the design decisions made in recreating The Globe reveals the ways in which canonical literature can reinforce and support hierarchical ideologies which can impede student learning.

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Place: MMC, ECS 268

Department: English
Major Professor: Dr. James Sutton