

POU11033 — Politics and Popular Culture A

Module Information	
Module Code	POU11033
Module Title	Politics and Popular Culture A
Department	Political Science
Year Group	Junior Fresh
Module Personnel	Dr Dino Hadzic
Academic Year	2026–27
Credit Weighting	5 ECTS
Semester	Semester 1
Contact Hours	20 hours of lectures and 5 hours of tutorials

Module Content	
Module Description	This course proceeds from the premise that politics is everywhere – it shapes our lives including the popular culture we engage with daily. At its core, the course is grounded in the belief that pop culture is inherently political. Its primary aim is to explore how popular media both reflects and shapes political realities. Students will examine the ways in which political themes in film, television, literature, music, and video games echo, reinforce or challenge the political contexts in which they were created. We also examine internet culture, social media content, and fandom as these function as political communities and shape political attitudes and behavior. We ask whether entertainment and fictional media not only mirror the world around us but actively influence public opinion and real-world political dynamics. This course explores the intersection of politics and pop culture through three overlapping lenses. First, it delves into the internal politics of fictional worlds – analyzing the political systems, ideologies, and power dynamics portrayed in a range of fictional media. The focus here is on how these fictional narratives construct and critique political landscapes and social structures. Second, the course examines the external politics of pop culture, asking how real-world political climates influence the creation and reception of popular

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	media. Finally, the course considers the catalytic potential of fiction – how stories can shape political discourse and influence public opinion. Although the specific media, political theories, themes, and analytical frameworks will change from week to week, the overarching goal is consistent: to understand how fiction mirrors, critiques, and even molds real-world political dynamics.
Module Learning Aims	This module focuses on the intersection of popular culture and politics. We explore in particular the intrinsic political narratives in works of film, television, literature, music, or video games. We investigate how these stories mirror or challenge the political climates of their times, interpret the political world, and ask whether fiction can not only reflect but can also influence public opinion and real-world political dynamics.
Learning Outcomes	Learning Outcomes: • Demonstrate a critical understanding of the relationship between politics and fictional media. • Enable students to identify and interpret the political dynamics within a fictional work. • Examine how the external political context influences the creation of pop culture content. • Apply theoretical frameworks to interpret the political meaning of works from popular culture. • Critically analyze political themes in fiction and how these shape political attitudes and values.
Indicative Reading / Resources	

Assessment	
Assessment Components	Discussion Point Submission and Tutorial Attendance: 10% Short Assignment: 30% End of Term Final Essay Assignment: 60%
Assessment Details	



Additional Information	
Prerequisites	None
Co-requisites	POU11034: Politics and Popular Culture B
Any other information	