Building Digital Culture - Daniel Rowles 2017-01-03 Building Digital Culture aims to answer a simple question: How can organisations succeed when the environment they operate in is changing so quickly? The last thing businesses need today is a digital strategy. Instead, their strategy needs to be fit for our fast-changing digital world, where businesses have more data than they know what to do with, a media landscape that’s exploded in size and complexity, the risk of a new disruption around every corner, and only one certainty: that this change won’t let up. Building Digital Culture doesn’t address whether or not you should advertise on Facebook or invest in virtual reality. It doesn’t seek to unearth a silver bullet to make digital investments a sure-thing. It steps back from the hype, and argues that whatever digital might mean for your business, if you don’t create a digital culture you’ll most likely fail, or at least fall short of what you want to achieve. Daniel Rowles and Thomas Brown combine more than 30 years of experience at the forefront of marketing and digital
Theorizing Digital Cultures—Grant D. Bollmer 2018-09-03 The rapid development of digital technologies continues to have far reaching effects on our daily lives. This book explains how digital media—in providing the material and infrastructure for a host of practices and interactions—affect identities, bodies, social relations, artistic practices, and the environment. Theorizing Digital Cultures: Shows students the importance of theory for understanding digital cultures and presents key theories in an easy-to-understand way. Considers the key topics of cybernetics, online identities, aesthetics and ecologies. Explores the power relations between individuals and groups that are produced by digital technologies. Enhances understanding through applied examples, including YouTube personalities, Facebook’s ‘like’ button and holographic performers. Clearly structured and written in an accessible style, this is the book students need to get to grips with the key theoretical approaches in the field. It is essential reading for students and researchers of digital culture and digital society throughout the social sciences.

The Quirks of Digital Culture—David Beer 2019-10-11 This book explores the quirks of digital culture. Through a series of short punchy chapters, it uses these quirks as momentary glimpses into the hidden dynamics of our swirling, highly mediated and often unfathomable cultural experiences.

Memory Bytes—Lauren Rabinovitz 2004-01-12 DIEssays on digital culture—what it is, its historical context, and its uses in the media, the film industry, and the sciences.

Structures of Participation in Digital Culture—Joe Karaganis 2007 Media Studies.

Global Digital Cultures—Aswin Punathambekar 2019-06-06 Digital media histories are part of a global network, and South Asia is a key nexus in shaping the trajectory of digital media in the twenty-first century. Digital platforms like Facebook, WhatsApp, and others are deeply embedded in the daily lives of millions of people around the world, shaping how people engage with others as kin, as citizens, and as consumers. Moving away from Anglo-American and strictly national frameworks, the essays in this book explore the intersections of local, national, regional, and global forces that shape contemporary digital culture(s) in regions like South Asia: the rise of digital and mobile media technologies, the ongoing transformation of established media industries, and emergent forms of digital media practice and use that are reconfiguring sociocultural, political, and economic terrains across the Indian subcontinent. From massive state-driven digital identity projects and YouTube censorship to Tinder and dating culture, from Twitter and primetime television to Facebook and political rumors, Global Digital Cultures focuses on enduring concerns of representation, identity, and power while grappling with algorithmic curation and data-driven processes of production, circulation, and consumption.

Digital Cultures, Lived Stories and Virtual Reality—Thomas Maschio 2021-11-30 This book focuses on the meaning and experience of digital practice, emerging from work in the world of business and drawing on recent anthropological thinking on digital culture. Tom Maschio suggests that digital is a space of a new "story culture" and considers the lived experience of new technologies. The chapters cover: storytelling in journalism and business with the new technology of virtual reality, the emerging meanings of social media and community building in the digital space, the uses and meanings of visual imagery online, and the cultural meanings of smartphone technology use and the "mobile life." The book incorporates ideas from humanistic anthropology and phenomenology in order to bring business problems into alignment with human concerns and desires, and to show the application of anthropological ideas to real-world issues. As well as anthropologists, the book will be valuable to business students and professionals interested in the digital realm.

The Dialectic of Digital Culture—David Arditi 2019-08-01 This edited collection analyzes dialectically the role of digital technology in contemporary society. The contributors identify the cultural logics and oppressive forces reproduced in the digital era and challenge celebratory readings of digital technology.

Museums and Digital Culture—Tula Giannini 2019-05-06 This book explores how digital culture is transforming museums in the 21st century. Offering a corpus of new evidence for readers to explore, the authors trace the digital evolution of the museum and that of their audiences, now fully immersed in digital life, from the Internet to home and work. In a world where life in code and digits has redefined human information behavior and dominates daily activity and communication, ubiquitous use of digital tools and technology is radically changing the social contexts and purposes of museum exhibitions and collections, the work of museum professionals and the expectations of visitors, real and virtual. Moving beyond their walls, with local and global communities, museums are evolving into highly dynamic, socially aware and relevant institutions as their connections to the global digital ecosystem are strengthened. As they adopt a visitor-centered model and design visitor experiences, their priorities shift to engage audiences, convey digital collections, and tell stories through exhibitions. This is all part of crafting a dynamic and innovative museum identity of the future, made whole by seamless integration with digital culture, digital thinking, aesthetics, seeing and hearing, where visitors are welcomed participants. The international and interdisciplinary chapter contributors include digital artists, academics, and museum professionals. In themed parts the chapters present varied evidence-based research and case studies on museum theory, philosophy, collections, exhibitions, libraries,
digital art and digital future, to bring new insights and perspectives, designed to inspire readers. Enjoy the journey!

**The Triumph of Profiling**-Andreas Bernard 2019-07-20 Until fairly recently, only serial killers and lunatics had profiles. Yet today, almost everyone is profiled through social media, mobile phones, and a multitude of other methods. But where does the idea of “profiling” come from, how has it changed over time, and what are its implications? In this book, Andreas Bernard examines contemporary profiling’s roots in late-nineteenth-century criminology, psychology, and psychiatry. Data collection techniques previously used exclusively by police or to identify groups of people are now applied to all individuals in society. GPS transmitters and measuring devices are now unconsciously embraced to have fun, communicate, make money, or even find a partner. Drawing perceptive parallels between modern technologies and their antecedents, Bernard shows how we have unwittingly internalized what were once instruments of external control and repression. This illuminating genealogy of contemporary digital culture will be of interest to students and scholars in media and communication, and to anyone concerned about the power technologies hold over our lives.

**The Technology Fallacy**-Gerald C. Kane 2019-04-16 Why an organization’s response to digital disruption should focus on people and processes and not necessarily on technology. Digital technologies are disrupting organizations of every size and shape, leaving managers scrambling to find a technology fix that will help their organizations compete. This book offers managers and business leaders a guide for surviving digital disruptions—but it is not a book about technology. It is about the organizational changes required to harness the power of technology. The authors argue that digital disruption is primarily about people and that effective digital transformation involves changes to organizational dynamics and how work gets done. A focus only on selecting and implementing the right digital technologies is not likely to lead to success. The best way to respond to digital disruption is by changing the company culture to be more agile, risk tolerant, and experimental. The authors draw on four years of research, conducted in partnership with MIT Sloan Management Review and Deloitte, surveying more than 16,000 people and conducting interviews with managers at such companies as Walmart, Google, and Salesforce. They introduce the concept of digital maturity—the ability to take advantage of opportunities offered by the new technology—and address the specifics of digital transformation, including cultivating a digital environment, enabling intentional collaboration, and fostering an experimental mindset. Every organization needs to understand its “digital DNA” in order to stop “doing digital” and start “being digital.” Digital disruption won’t end anytime soon; the average worker will probably experience numerous waves of disruption during the course of a career. The insights offered by The Technology Fallacy will hold true through them all. A book in the Management on the Cutting Edge series, published in cooperation with MIT Sloan Management Review.

**Digital Food Cultures**-Deborah Lupton 2020-02-25 This book explores the interrelations between food, technology and knowledge-sharing practices in producing digital food cultures. Digital Food Cultures adopts an innovative approach to examine representations and practices related to food across a variety of digital media: blogs and vlogs (video blogs), Facebook, Instagram, YouTube, technology developers’ promotional media, online discussion forums and self-tracking apps and devices. The book emphasises the diversity of food cultures available on the internet and other digital media, from those celebrating unrestrained indulgence in food to those advocating very specialised diets requiring intense commitment and focus. While most of the digital media and devices discussed in the book are available and used by people across the world, the authors offer valuable insights into how these global technologies are incorporated into everyday lives in very specific geographical contexts. This book offers a novel contribution to the rapidly emerging area of digital food studies and provides a framework for understanding contemporary practices related to food production and consumption internationally.

**Digital Religion**-Heidi Campbell 2012 Digital Religion offers a critical and systematic survey of the study of religion and new media. It covers religious engagement with a wide range of new media forms and highlights examples of new media engagement in all five of the major world religions. From cell phones and video games to blogs and Second Life, the book provides a detailed review of major topics includes a series of case studies to illustrate and elucidate the thematic explorations considers the theoretical, ethical and theological issues raised. Drawing together the work of experts from key disciplinary perspectives, Digital Religion is invaluable for students wanting to develop a deeper understanding of the field.

**Visual Digital Culture**-Andrew Darley 2002-01-04 Digital entertainment, from video games to simulation rides, is now a central feature of popular culture. Computer-based or digital technologies are supplanting the traditional production methods of television, film and video, provoking intense speculation about their impact on the character of art. Examining the digital imaging techniques across a wide range of media, including film, music video, computer games, theme parks and simulation rides, Visual Digital Culture explores the relationship between evolving digital technologies and existing media and considers the effect of these new image forms on the experience of visual culture. Andrew Darley first traces the development of digital computing from the 1960s and its use in the production of visual digital entertainment. Through case studies of films such as Toy Story, key pop videos such as Michael Jackson's Black or White, and computer games like Quake and Blade Runner, Andrew Darley asks whether digital visual forms mark a break with traditional emphases on story, representation, meaning and reading towards a focus on style, image performance and sensation. He questions the implications of digital culture for theories of spectatorship, suggesting that these new visual forms create new forms of spectatorship within mass culture.

**The Discursive Power of Memes in Digital Culture**-Bradley E. Wiggins 2019-02-21 Shared, posted, tweeted, commented upon, and discussed online as well as off-line, internet memes represent a new genre of online communication, and an understanding of their production, dissemination, and implications in the real world enables an improved ability to navigate digital culture. This book explores cases of cultural, economic, and political critique levied by the purposeful production and consumption of internet memes. Often images, animated GIFs, or videos are remixed in such a way to incorporate intertextual references, quite frequently to popular culture, alongside...
a joke or critique of some aspect of the human experience. Ideology, semiotics, and intertextuality coalesce in the book’s argument that internet memes represent a new form of meaning-making, and the rapidity by which they are produced and spread underscores their importance.

**Technology, Literature, and Digital Culture in Latin America** - Matthew Bush 2015-07-16 Grappling with the contemporary Latin American literary climate and its relationship to the pervasive technologies that shape global society, this book visits Latin American literature, technology, and digital culture from the post-boom era to the present day. The volume examines literature in dialogue with the newest media, including videogames, blogs, electronic literature, and social networking sites, as well as older forms of technology, such as film, photography, television, and music. Together, the essays interrogate how the global networked subject has affected local political and cultural concerns in Latin America. They show that this subject reflects an affective mode of knowledge that can transform the way scholars understand the effects of reading and spectatorship on the production of political communities. The collection thus addresses a series of issues crucial to current and future discussions of literature and culture in Latin America: how literary, visual, and digital artists make technology a formal element of their work; how technology, from photographs to blogs, is represented in text, and the ramifications of that presence; how new media alters the material circulation of culture in Latin America; how readership changes in a globalized electronic landscape; and how critical approaches to the convergences, boundaries, and protocols of new media might transform our understanding of the literature and culture produced or received in Latin America today and in the future.

**The Photographic Image in Digital Culture** - Martin Lister 2013-09-23 This new edition of The Photographic Image in Digital Culture explores the condition of photography after some 20 years of remediation and transformation by digital technology. Through ten especially commissioned essays, by some of the leading scholars in the field of contemporary photography studies, a range of key topics are discussed including: the meaning of software in the production of photograph; the nature of networked photographs; the screen as the site of photographic display; the simulation of photography in the videogame; photography, ubiquitous computing and technologies of ambient intelligence; developments in vernacular photography and social media; the photograph and the digital archive; the curation and exhibition of the networked photograph; the dominance of the image bank in commercial and advertising photography; the complexities of citizen photojournalism. A recurring theme addressed throughout is the nature of ‘photography after photography’ and the paradoxical nature of the medium in the 21st century; a time when the traditional technology of photography has become defunct while there is more ‘photography’ than ever. This is an ideal book for students studying photography and digital media.

**Psychoanalysis and Digital Culture** - Jacob Johanssen 2018-10-31 Psychoanalysis and Digital Culture offers a comprehensive account of our contemporary media environment—digital culture and audiences in particular—by drawing on psychoanalysis and media studies frameworks. It provides an introduction to the psychoanalytic affect theories of Sigmund Freud and Didier Anzieu and applies them theoretically and methodologically in a number of case studies. Johanssen argues that digital media fundamentally shape our subjectivities on affective and unconscious levels, and he critically analyses phenomena such as television viewing, Twitter use, affective labour on social media, and data-mining. How does watching television involve the body? Why are we so drawn to reality television? Why do we share certain things on social media and not others? How are bodies represented on social media? How do big data and data mining influence our identities? Can algorithms help us make better decisions? These questions amongst others are addressed in the chapters of this wide-ranging book. Johanssen shows in a number of case studies how a psychoanalytic angle can bring new insights to audience studies and digital media research more generally. From audience research with viewers of the reality television show Embarrassing Bodies and how they unconsciously used it to work through feelings about their own bodies, to a critical engagement with Hardt and Negri's notion of affective labour and how individuals with bodily differences used social media for their own affective-digital labour, the book suggests that an understanding of affect based on Freud and Anzieu is helpful when thinking about media use. The monograph also discusses the perverse implications of algorithms, big data and data mining for subjectivities. In drawing on empirical data and examples throughout, Johanssen presents a compelling analysis of our contemporary media environment.

**Art Practice in a Digital Culture** - Dr Charlie Gere 2012-10-01 Much as art history is in the process of being transformed by new information communication technologies, often in ways that are either disavowed or resisted, art practice is also being changed by those same technologies. One of the most obvious symptoms of this change is the increasing numbers of artists working in universities, and having their work facilitated and supported by the funding and infrastructural resources that such institutions offer. This new paradigm of art as research is likely to have a profound effect on how we understand the role of the artist and of art practice in society. In this unique book, artists, art historians, art theorists and curators of new media reflect on the idea of art as research and how it has changed practice. Intrinsically to the book is an investigation of the advances in creative practice made possible via artists engaging directly with technology or via collaborative partnerships between practitioners and technological experts, ranging through a broad spectrum of advanced methods from robotics through rapid prototyping to the biological sciences.

**Asian Perspectives on Digital Culture** - Sun Sun Lim 2016-01-08 In Asia, amidst its varied levels of economic development and diverse cultural traditions and political regimes, the Internet and mobile communications are increasingly used in every aspect of life. Yet the analytical frames used to understand the impact of digital media on Asia predominantly originate from the Global North, neither rooted in Asia’s rich philosophical traditions, nor reflective of the sociocultural practices of this dynamic region. This volume examines digital phenomena and its impact on Asia by drawing on specifically Asian perspectives. Contributors apply a variety of Asian theoretical frameworks including guanxi, face, qing, dharma and karma. With chapters focusing on emerging digital trends in China, Hong Kong, India, Japan, Korea, Philippines, Singapore, and Taiwan, the book presents compelling and diverse research on identity and selfhood, spirituality, social networking, corporate image, and national identity as shaped by and articulated through digital communication platforms.
Beyond Technology- David Buckingham 2013-04-17 Beyond Technology offers a challenging new analysis of learning, young people and digital media. Disputing both utopian fantasies about the transformation of education and exaggerated fears about the corruption of childhood innocence, it offers a level-headed analysis of the impact of these new media on learning, drawing on a wide range of critical research. Buckingham argues that there is now a growing divide between the media-rich world of children's lives outside school and their experiences of technology in the classroom. Bridging this divide, he suggests, will require more than superficial attempts to import technology into schools, or to combine education with digital entertainment. While debunking such fantasies of technological change, Buckingham also provides a constructive alternative, arguing that young people need to be equipped with a new form of digital literacy that is both critical and creative. Beyond Technology will be essential reading for all students of the media or education, as well as for teachers and other education professionals.

Digital Humanities and New Ways of Teaching- Anna Wing-bo Tso 2019-01-10 This volume includes a variety of first-hand case studies, critical analyses, action research and reflective practice in the digital humanities which ranges from digital literature, library science, online games, museum studies, information literacy to corpus linguistics in the 21st century. It informs readers of the latest developments in the digital humanities and their influence on learning and teaching. With the growing advancement of digital technology, humanistic inquiries have expanded and transformed in unfathomable complexity as new content is being rapidly created. The emergence of electronic archiving, digital scholarship, digitized pedagogy, textual digitization and software creation has brought about huge impacts on both humanities subjects and the university curricula in terms of nature, scope and design. This volume provides insights into what these technological changes mean for all the stakeholders involved and for the ways in which humanities subjects are understood. Part 1 of this volume begins with a broad perspective on digital humanities and discusses the current status of the field in Asia, Canada and Europe. Then, with a special focus on new literacies, educational implications, and innovative research in the digital humanities, Parts 2-4 explore how digital technology revolutionizes art forms, curricula, and pedagogy, revealing the current practices and latest trends in the digital humanities. Written by experts and researchers across Asia, Australia, Canada and Europe, this volume brings global insights into the digital humanities, particularly in the education aspect. It is of interest to researchers and students of cultural studies, literature, education, and technology studies. The strongest point of this collection of work is that, it brings important concepts to the study of digital literacies, for example, looking at it from the perspective of new literacies, languages and education.

Daniel Churchill, Associate Professor, Faculty of Education, The University of Hong Kong With a rapidly growing advancement in digital tools, this book has made a relevant contribution by informing readers what the latest development of these tools are, and discusses how they can aid research, libraries, education and even poets across different continents. Samuel Kai-wah Chu, Associate Professor, Faculty of Education, The University of Hong Kong

Self-Representation and Digital Culture- N. Thumim 2012-07-17 Taking a close look at ordinary people ‘telling their own story’, Nancy Thumim explores self-representations in contemporary digital culture in settings as diverse as reality TV, online storytelling, and oral histories displayed in museums.

The Digital Plenitude- Jay David Bolter 2019-05-07 How the creative abundance of today's media culture was made possible by the decline of elitism in the arts and the rise of digital media. Media culture today encompasses a universe of forms— websites, video games, blogs, books, films, television and radio programs, magazines, and more—and a multitude of practices that include making, remixing, sharing, and critiquing. This multiplicity is so vast that it cannot be comprehended as a whole. In this book, Jay David Bolter traces the roots of our media multiverse to two developments in the second half of the twentieth century: the decline of elite art and the rise of digital media. Bolter explains that we no longer have a collective belief in "Culture with a capital C." The hierarchies that ranked, for example, classical music as more important than pop, literary novels as more worthy than comic books, and television and movies as unseemly have broken down. The art formerly known as high takes its place in the media plenitude. The elite culture of the twentieth century has left its mark on our current media landscape in the form of what Bolter calls "popular modernism." Meanwhile, new forms of digital media have emerged and magnified these changes, offering new platforms for communication and expression. Bolter outlines a series of dichotomies that characterize our current media culture: catharsis and flow, the continuous rhythm of digital experience; remix (fueled by the internet's vast resources for sampling and mixing) and originality; history (not replayable) and simulation (endlessly replayable); and social media and coherent politics.

Examining Paratextual Theory and its Applications in Digital Culture- Desrochers, Nadine 2014-04-30 The paratext framework is now used in a variety of fields to assess, measure, analyze, and comprehend the elements that provide thresholds, allowing scholars to better understand digital objects. Researchers from many disciplines revisit paratextual theories in order to grasp what surrounds text in the digital age. Examining Paratextual Theory and its Applications in Digital Culture suggests a theoretical and practical tool for building bridges between disciplines interested in conducting joint research and exploration of digital culture. Helping scholars from different fields find an interdisciplinary framework and common language to study digital objects, this book serves as a useful reference for academics, librarians, professionals, researchers, and students, offering a collaborative outlook and perspective.

Work That Body- Jamie Hakim 2019-10-16 Work That Body: Male Bodies in Digital Culture explores the recent rise in different types of men using digital media to sexualise their bodies. It argues that the male body has become a key site in contemporary culture where neoliberalism’s hegemony has been both secured and contested since 2008. It does this by looking at four different case studies: the celebrity male nude leak; the rise of young men sharing images of their muscular bodies on social media; RuPaul’s Drag Race body transformational tutorial, and the rise of chemsex. It finds that on the one hand digital media has enabled men to transform their bodies...
into tools of value-creation in economic contexts where the historical means they have relied on to create value have diminished. On the other it has also allowed them to use their bodies to form intimate collective bonds during a moment when competitive individualism continued to be the privileged mode of being in the world. It therefore offers a unique contribution not only to the field of digital cultural studies but also to the growing cultural studies literature attempting to map the historical contradictions of the austerity moment.

**Activism and Digital Culture in Australia** - Debbie Rodan 2017-11-24 Looks at digital culture and activist campaigns within Australia and the Asia Pacific region as well as how digital culture facilitates public participation and deliberation using an interdisciplinary approach.

**Digital Culture and Religion in Asia** - Sam Han 2015-09-16 This book critically analyses the functions and interconnectedness between religion and digital media in a range of East Asian countries. It discusses both how religious organizations make use of new technologies, and also explores how new technologies are reshaping religion in novel and interesting ways. Based on extensive research, the book focuses in particular on Christianity in South Korea, Neo-Shintosim in Japan, Falun Gong in China and Islam in Southeast Asia. Offering a comparative perspective on a broad range of media practices including video gaming, virtual worship, social networking and online testimonials, the book also investigates the idea that use of technology in itself mirrors religious practices. With an analysis of the impact of religion and new technology on national consciousness in a range of geographical locations, the authors offer a broadening of the scope of the study of religion, culture and media.

**The Digital Condition** - Robert Wilkie 2011 Each generation of scholars produces a book that remaps the state of knowledge. Rob Wilkie’s The Digital Condition: Class and Culture in the Information Network is the book of a new generation of cultural theorists who grew up with digital media and now is redrawing the boundaries of digital cultural analysis. In a wide ranging study of cultural texts and situations—from William Gibson’s novels and the iPad, to the writings of Antonio Negri, Jacques Derrida, Manuel Castells, Donna Haraway, and Bruno Latour—Wilkie argues that machines are not technological, but social. They are the extension of social relations which means that the “digital condition” is ultimately the class condition.

**Reading Digital Culture** - David Trend 2001-02-08 Computer technology has transformed many fundamental parts of life: how we work and play, how we communicate and consume, how we create knowledge and learn, even how we understand politics and participate in public life. Reading Digital Culture is a comprehensive collection of the most influential essays on digital media written in recent years.

**Wired Shut** - Tarleton Gillespie 2009-09-18 How the shift toward “technical copy protection” in the battle over digital copyright depends on changing political and commercial alignments that are profoundly shaping the future of cultural expression in a digital age. While the public and the media have been distracted by the story of Napster, warnings about the evils of “piracy,” and lawsuits by the recording and film industries, the enforcement of copyright law in the digital world has quietly shifted from regulating copying to regulating the design of technology. Lawmakers and commercial interests are pursuing what might be called a technical fix: instead of specifying what can and cannot be done legally with a copyrighted work, this new approach calls for the strategic use of encryption technologies to build standards of copyright directly into digital devices so that some uses are possible and others rendered impossible. In Wired Shut, Tarleton Gillespie examines this shift to “technical copy protection” and its profound political, economic, and cultural implications. Gillespie reveals that the real story is not the technological controls themselves but the political, economic, and cultural arrangements being put in place to make them work. He shows that this approach to digital copyright depends on new kinds of alliances among content and technology industries, legislators, regulators, and the courts, and is changing the relationship between law and technology in the process. The film and music industries, he claims, are deploying copyright in order to funnel digital culture into increasingly commercial patterns that threaten to undermine the democratic potential of a network society. In this broad context, Gillespie examines three recent controversies over digital copyright: the failed effort to develop copy protection for portable music players with the Strategic Digital Music Initiative (SDMI); the encryption system used in DVDs, and the film industry's legal response to the tools that challenged them; and the attempt by the FCC to mandate the “broadcast flag” copy protection system for digital television. In each, he argues that whether or not such technical constraints ever succeed, the political alignments required will profoundly shape the future of cultural expression in a digital age.

**Young People and Social Media: Contemporary Children's Digital Culture** - Steve Gennaro 2021-10-05 ‘Young People and Social Media: Contemporary Children’s Digital Culture’ explores the practices, relationships, consequences, benefits, and outcomes of children’s experiences with, on, and through social media by bringing together a vast array of different ideas about childhood, youth, and young people’s lives. These ideas are drawn from scholars working in a variety of disciplines, and rather than just describing the social construction of childhood or an understanding of children’s lives, this collection seeks to encapsulate not only how young people exist on social media but also how their physical lives are impacted by their presence on social media. One of the aims of this volume in exploring youth interaction with social media is to unpack the structuring of digital technologies in terms of how young people access the technology to use it as a means of communication, a platform for identification, and a tool for participation in their larger social world. During longstanding and continued experience in the broad field of youth and digital culture, we have come to realize that not only is the subject matter increasing in importance at an immeasurable rate, but the amount of textbooks and/or edited collections has lagged behind considerably. There is a lack of sources that fully encapsulate the canon of texts for the discipline or the rich diversity and complexity of overlapping subject areas that create the fertile ground for studying young people’s lives and culture. The editors hope that this text will occupy some of that void and act as a catalyst for future interdisciplinary collections. ‘Young People and Social Media: Contemporary Children’s Digital Culture’ will appeal to undergraduate students studying Child and Youth Studies and—given the interdisciplinary nature of the collection—scholars, researchers and students at all levels working in anthropology, psychology.
sociology, communication studies, cultural studies, media studies, education, and human rights, among others. Practitioners in these fields will also find this collection of particular interest.

**Memes in Digital Culture**-Limor Shifman 2013-10-04 Taking “Gangnam Style” seriously: what Internet memes can tell us about digital culture. In December 2012, the exuberant video “Gangnam Style” became the first YouTube clip to be viewed more than one billion times. Thousands of its viewers responded by creating and posting their own variations of the video—“Mitt Romney Style,” “NASA Johnson Style,” “Egyptian Style,” and many others. “Gangnam Style” (and its attendant parodies, imitations, and derivations) is one of the most famous examples of an Internet meme: a piece of digital content that spreads quickly around the web in various iterations and becomes a shared cultural experience. In this book, Limor Shifman investigates Internet memes and what they tell us about digital culture. Shifman discusses a series of well-known Internet memes—including “Leave Britney Alone,” the pepper-spraying cop, LOLCats, Scumbag Steve, and Occupy Wall Street’s “We Are the 99 Percent.” She offers a novel definition of Internet memes: digital content units with common characteristics, created with awareness of each other, and circulated, imitated, and transformed via the Internet by many users. She differentiates memes from virals; analyzes what makes memes and virals successful; describes popular meme genres; discusses memes as new modes of political participation in democratic and nondemocratic regimes; and examines memes as agents of globalization. Memes, Shifman argues, encapsulate some of the most fundamental aspects of the Internet in general and of the participatory Web 2.0 culture in particular. Internet memes may be entertaining, but in this book Limor Shifman makes a compelling argument for taking them seriously.

**The Place of Play**-Maaike Lauwaert 2009 A fascinating, eclectic analysis of the changing geographies of play in contemporary society.

**Complex Worlds**-Andrienne P Lamberti 2017-03-02 ‘Complex Worlds: Digital Culture, Rhetoric, and Professional Communication’ is a collection of thought-provoking scholarly essays by teachers and industry practitioners in professional communication and technology-oriented fields. Scrupulously edited for a range of readers, the collection aims to help familiarize advanced students, teachers, and researchers in professional communication, computers and writing, literacy, and sister disciplines with key issues in digital theory and practice. An emphasis on the situations of and audiences for digital communication identifies ‘Complex Worlds’ as a rhetorical approach. In an era when globalizing markets and digital technologies are transforming culture around the world, readers should find the collection both engaging and timely. The collections’ twelve essays constitute a diverse and thematically coherent set of inquiries. Included are explorations of topics such as cyber activism, digital ‘dispositio’, citizen and open-source journalism, broadband affordances, XML, digital resumes, avant garde performance art, best pedagogical practices, and intercultural communication between East and West, North and South. The text is especially well suited for advanced courses in professional and applied writing, contemporary rhetorics, and digital culture. The complexity highlighted in the collection’s title is brought into relief by authors who address how the digital is daily unmaking our assumptions about the boundaries between work and school, the global and the local, the private and the public. ‘Complex Worlds’ offers readers an opportunity to build on their rhetorical awareness by expanding their understanding of the means, aims, and strategies of effective communication--today and in the future.
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