Digital Culture: Understanding New Media: Understanding New Media, Creeber, Glen, Martin, Royston, McGraw-Hill International, 2008, 0335221971, 9780335221974, 205 pages. Digital Cultures is an essential introductory guide for all media and communication studies students, as well as those with a general interest in new media and its impact on the world around us..

DOWNLOAD FULL VERSION HERE

Structures of participation in digital culture, Joe Karaganis, 2007, Computers, 284 pages. Digital technologies are engines of cultural innovation, from the virtualization of group networks and social identities to the digital convergence of textural and audio-visual ....

The Media in Italy, Matthew Hibberd, 2008, Language Arts & Disciplines, 180 pages. Annotation. Matthew Hibberd explores why politics and government are so closely linked, and addresses the question of whether it's just national pride that has allowed the ....

Reading Digital Culture, David Trend, Feb 8, 2001, Computers, 374 pages. Reading Digital Culture brings together key essays that have established the terms of the debate about the future of information technology. Definitive essays by many of the ....

Violence And The Media, Carter, Cynthia, Jan 1, 2003, Social Science, 206 pages. Why is there so much violence portrayed in the media? What meanings are attached to representations of violence in the media? Can media violence encourage violent behaviour and ....

The Media in Latin America, Jairo Lugo, Apr 1, 2008, Performing Arts, 275 pages. Looks at important media systems in Central and Latin America. This book includes media history, organization, structure, the interrelationship of media and state and the ....

Art Practice in a Digital Culture, Hazel Gardiner, Charlie Gere, 2010, Art, 189 pages. Art practice, much like art history, is being tranformed by new ICT technologies. This volume will investigate the advancements that have been brought about by the direct ....

Media And Audiences: New Perspectives, Ross, Karen, Nightingale, Virginia, Dec 1, 2003, Social Science, 194 pages. This work takes both a chronological and a thematic approach, in order to explore the ways in which the audience as an analytical concept has changed, as well as examining the ....

Community without Community in Digital Culture, Charlie Gere, Aug 7, 2012, Technology & Engineering, 208 pages. The word 'digital' refers to both digital data, as used in computers, and also the digits, fingers, of the hand, and thus by extension touch, which has long been a trope for ....

Tele-visions an introduction to studying television, Glen Creeber, Mar 23, 2006, Fiction, 192 pages. This new introduction to television studies provides a clear and comprehensive guide to all the major issues and genres, with contributions from leading international media ....


Media Technology Critical Perspectives, Joost Van Loon, 2008, Social Science, 174 pages. Using philosophical and historical analysis, this book illustrates how throughout the course of society, different forms of media have helped to shape our perceptions ....

Everything you need to know about new media in one accessible, easy to navigate volume! From Facebook to the iPhone, from YouTube to Wikipedia, from Grand Theft Auto to Second Life - this book explores new media’s most important issues and debates in an accessible and engaging text for newcomers to the field.

In an increasingly digitized landscape, ‘DIGITAL CULTURES’ is a must read for students and
scholars of New Media alike. Informative and accessible, I found it quite an invaluable resource for my study. Would highly recommend it to all you Media boffins out there!! Real value for your money, I would say!! It also appears to be the first of its kind which offers an insightful, comprehensive perspective on Media theories which have helped inform the discipline, both Old and New Media, tracing way back from Modernism, the Effects model right up to the contemporary Postmodern scenario. Enjoyed every moment of it!!

Aesthetics al-Qaeda allows analogue argued audience audio become Bioshock blogs broadcast cable cent Chapter communication consumer convergence countries created critical cyberspace debates democratic devices digital cinema digital culture digital divide digital media digital technologies digital television distribution downloading editing electronic example Facebook files film film-making footage global HDTV human images increasingly industry interactive interface Internet Internet users iPod journalists language launched literacy London machine manipulation mass mass media means media content Media Studies Media Studies 2.0 Media technology Microsoft million mobile digital mobile phone narrative participation play player political popular portable postmodern potential production public sphere radio reality record satellite scene screen sense shot social society space theory traditional video game virtual visual voting Walkman websites Wikipedia World Wide World Wide Web YouTube

Book Description: OPEN UNIVERSITY PRESS, United Kingdom, 2009. Paperback. Book Condition: New. 241 x 170 mm. Brand New Book. From Facebook to the iPhone, from YouTube to Wikipedia, from Grand Auto Theft to Second Life, this book explores new media's most important issues and debates to create an accessible and essential text for newcomers to the field. With technological change continuing to unfold at an incredible rate, it rounds-up major events in the media's recent past to help develop a clear understanding of both the theoretical and practical debates that surround this emerging discipline. To organise and explore the crucial issues within such a large and ever changing subject area, the authors have commissioned case studies to sit alongside the main chapters so that there is an interesting balance between the well-trodden and the newly emerging topics within the field as a whole. In doing so, it is hoped that it will provide a lively and original introduction to essential issues and areas of key interest. Topics covered include digital television, digital cinema, game culture, digital democracy, the World Wide Web, digital news, online social networking, music multimedia, virtual communities and the 'Digital Divide'. This is an essential book for anyone studying new media or for anyone who simply wants to know and understand more about contemporary media culture. Bookseller Inventory # AA39780335221974

Book Description: 2008. Paperback. Book Condition: New. This brand new copy of Digital Culture by Glen Creeber is waiting for you in our UK warehouse. If you order before 1pm on a working day, we'll get it in today's post. Otherwise we'll post it on the next working day. Simple no nonsense service from Wordery. UK delivery is within 3 or 4 working days. International delivery varies by country. Bookseller Inventory # 9780335221974

Book Description: Open University Press Country = UNITED KINGDOM, 2008. Paperback. Book Condition: New. 224 pages. Digital Cultures is an essential introductory guide for all media and communication studies students, as well as those with a general interest in new media and its impact on the world around us. (Paperback). Bookseller Inventory # AB0335221971

Book Description: 2009. Paperback. Book Condition: New. 1st. 168mm x 13mm x 236mm. Paperback. From Facebook to the iPhone, from YouTube to Wikipedia, from Grand Auto Theft to Second Life, this book explores new media's most important issues and debates to create an accessible and essential t. Shipping may be from our UK, US or Australian warehouse depending on stock availability. 205 pages. 0.431. Bookseller Inventory # 9780335221974

Portions of this page may be (c) 2006 Muze Inc. Some database content may also be provided by Baker & Taylor Inc. Copyright 1995-2006 Muze Inc. For personal non-commercial use only. All rights reserved. Content for books is owned by Baker & Taylor, Inc. or its licensors and is subject to copyright and all other protections provided by applicable law.