

Digital Media Revisited Theoretical And Concept Innovations In Digital Domains

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Digital Media Revisited: Theoretical and Conceptual Innovations in Digital Domains. Edited by Gunnar Liestol, Gunnar Liestol Gunnar Liestol is Professor in the Department of Media and Communication at the University of Oslo. Search for other works by this author on: This Site. Google Scholar ...

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Digital Media Revisited contends that innovative work in and analysis of the digital media domain can and should lead to innovative theory, in turn informing development and cross-fertilization in culture and society. Its impressive array of international scholarship and practice-based research spans leading thinking from semiotic theory to play and interactive systems.

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Digital Media Revisited: Theoretical and Conceptual Innovations in Digital Domains Gunnar LiestÅ J , Andrew Morrison , Terje Rasmussen Arguing that "first encounters" have already applied traditional theoretical and conceptual frameworks to digital media, the contributors to this book call for "second encounters," or a revisiting.

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Drawing on the fields of semiotics, philosophy, aesthetics, ethics, media studies, sociology, and education, the author probes the meaning of digital technology for the society and culture. (Technology)

This book addresses the widespread use of digital personal media in daily life. With a sociological and historical perspective, it explores the media-enhanced individualization and rationalization of the lifeworld, discussing the dramatic mediatization of daily life and calling on theorists such as McLuhan, Habermas and Goffman.

This title was first published in 2001. An investigation of new forms of interaction and communication. The essays address theoretical contributions and insights which may assist us in the understanding of modern society inhabited by a wide range of new media.In order to answer questions on this subject, the text suggests a "structural hermeneutic" - a view on the public as agents embedded in their lifeworlds (rather than as consumers and receivers), who play a large part in reproducing structural and distanciated processes of meaning. The essays explore the implications of such daily practices as making a telephone call or sending an email, receiving money from a bank machine using a credit card, or retrieving information from a Web site. Each of these practices reproduce patterns of information and communication practices, which reshape communication processes in society. The essays examine the relationship between media change and social change, with particular emphasis on their contribution to social interaction in everyday life and in the reproduction of social systems.

This book introduces the critical concepts and debates that are shaping the emerging field of game studies. Exploring games in the context of cultural studies and media studies, it analyses computer games as the most popular contemporary form of new media production and consumption. This is key reading for students, academics and industry practitioners in the fields of cultural studies, new media, media studies and game studies, as well as human-computer interaction and cyberculture.

Digital Media: Human-Technology Connection examines what it is like to be alive in today's technologically textured world and showcases specific digital media technologies that makes this kind of world possible. So much of human experience occurs through digital media that it is time to pause and consider the process and proliferation of digital consumption and humanity's role in it through an interdisciplinary array of sources from philosophy, media studies, film studies, media ecology and philosophy of technology. When placed in the interpretive lens of artifact, instrument, and tool, digital media can be studied in a uniquely different way, as a kind of technology that pushes the boundaries on production, distribution and communication and alters the way humans and technology connect with each other and the world. The book is divided into two sections to provide overarching definitions and case study specifics. Section one, Raw Materials, examines pertinent concepts like digital media, philosophy of technology, phenomenology and postphenomenology by author Stacey O Irwin. In Section Two, Feeling the Weave, Irwin uses conversations with digital media users and other written materials along with the postphenomenological framework to explore nine empirical cases that focus on deep analysis of screens, sound, photo manipulation, data-mining, aggregate news and self-tracking. Postphenomenological concepts like multistability, variational theory, microperception, macroperception, embodiment, technological mediation, and culture figure prominently in the investigation. The aim of the book is to recognize that digital media technologies and the content it creates and proliferates are not neutral. They texture the world in multiple and varied ways that transform human abilities, augment experience and pattern the world in significant and comprehensive ways.

The book provides a comparative and comprehensive analysis of the current technical, commercial and economical development in digital media describing the impact of new business and distribution models, the current legal and regulatory framework, social practices and consumer expectations associated with the use, distribution, and control of digital media products. In particular the author analyze the anti-circumvention provisions for technological protection measures and digital rights management systems enacted in the United States and in Europe.

This book examines the claims that new information and communication technologies (ICTs) are catalysts of democratic change in Africa. It takes optimist, pragmatist-realist and pessimist stances on various political actors and institutions, from government units and political parties to civil society organizations and minority groups.

This book explores the transnational mobility, everyday life and digital media use of childcare workers living and working abroad. Focusing specifically on Filipina, Indonesian, and Sri Lankan nannies in Europe, it offers insights as to the causes and implications of women's mobility, using data drawn from ethnographic research examining transnational migration, work experiences, family, and relationships. While drawing attention to the hidden, largely invisible and marginalized lives of these women, this research reveals the ways in which digital media, especially the use of mobile phones and the Internet, empower them but also continue to reinforce existing power relations and inequalities. Drawing on a wide range of perspectives from media and communications, sociology, cultural studies and anthropology, the book combines theoretical perspectives with grounded case studies.

Actor-Network Theory (ANT), originally a social theory, seeks to organize objects and non-human entities into social networks. Its most innovative claim approaches these networks outside the anthropocentric view, including both humans and non-human objects as active participants in a social context; because of this, the theory has applications in a myriad of domains, not merely in the social sciences. Applying the Actor-Network Theory in Media Studies applies this novel approach to media studies. This publication responds to the current trends in international media studies by presenting ANT as the new theoretical paradigm through which meaningful discussion and analysis of the media, its production, and its social and cultural effects. Featuring both case studies and theoretical and methodical meditations, this timely publication thoroughly considers the possibilities of these disparate, yet divergent fields. This book is intended for use by researchers, students, sociologists, and media analysts concerned with contemporary media studies.

Exploring Digital Design takes a multi-disciplinary look at digital design research where digital design is embedded in a larger socio-cultural context. Working from socio-technical research areas such as Participatory Design (PD), Computer Supported Cooperative Work (CSCW) and Human-Computer Interaction (HCI), the book explores how humanities offer new insights into digital design, and discusses a variety of digital design research practices, methods, and theoretical approaches spanning established disciplinary borders. The aim of the book is to explore the diversity of contemporary digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations. It is the conversations and explorations with humanities that further distinguish this book within digital design research. Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts Exploring Digital Design offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research, providing theoretical, empirical, and methodological sources for understanding digital design research. The first half of the book Exploring Digital Design is authored as a multi-disciplinary approach to digital design research, and represents novel perspectives and analyses in this research. The contributors are Gunnar Liestol, Andrew Morrison and Christina Mörtberg in addition to the editors. Although primarily written for researchers and graduate students, digital design practioners will also find the book useful. Overall, Exploring Digital Design provides an excellent introduction to, and resource for, research into digital design.