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Theorizing Digital Cultures Understanding Digital Culture Digital Culture: Understanding New Media Digital Culture A Profitable Cost Culture - Digital Business Digital Culture & Society (DCS) Understanding Digital Culture Building Digital Culture Digital Organizations Leadership Disrupted Digital Culture and Society Digital Existence Children and Youth in the Digital Media Culture Digital Play Digital Leisure, the Internet and Popular Culture Digital Information Culture Making Digital Cultures Digital Diversions Understanding Media in the Digital Age Gender and Digital Culture South African Visual Culture Grant D. Bollmer Vincent Miller Creeber, Glen Charlie Gere Ganesh Shermon Ram [?] n Reichert Vincent Alward Miller Daniel Rowles Ganesh Shermon Kate Orton-Johnson Amanda Lagerkvist Ulla Carlsson Stephen Kline Karl Spracklen Luke Tredinnick Martin Hand Julian Sefton-Green Everette E. Dennis Helen Thornham Jeanne Van Eeden

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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

this is an outstanding book it is one of only a few scholarly texts that successfully combine a nuanced theoretical understanding of the digital age with empirical case studies of contemporary media culture the scope is impressive ranging from questions of digital inequality to emergent forms of cyberpolitics nick gane york university well written very up to date with a good balance of examples and theory it s good to have all the major issues covered in one book peter millard portsmouth university this is just the text i was looking for to enable first year undergraduates to develop their critical understanding of the technologies they have embedded so completely in their lives chris simpson university college of st mark st john this is more than just another book on internet studies tracing the pervasive influence of digital culture throughout contemporary life this text integrates socio economic understandings of the information society with the cultural studies approach to production use and consumption of digital media and multimedia refreshingly readable and packed with examples from profiling databases and mashups to cybersex and the truth about social networking understanding digital culture crosses disciplines to give a balanced account of the social economic and cultural dimensions of the information society illuminates the increasing importance

of mobile wireless and converged media technologies in everyday life unpacks how the information society is transforming and challenging traditional notions of crime resistance war and protest community intimacy and belonging charts the changing cultural forms associated with new media and its consumption including music gaming microblogging and online identity illustrates the above through a series of contemporary in depth case studies of digital culture this is the perfect text for students looking for a full account of the information society virtual cultures sociology of the internet and new media

from facebook to the iphone from youtube to wikipedia from grand auto theft to second life this book explores media s important issues and debates it covers topics such as digital television digital cinema game culture digital democracy the world wide digital news online social networking music multimedia and virtual communities

during the last twenty years digital technology has begun to touch on almost every aspect of our lives nowadays most forms of mass media television recorded music and film are produced and even distributed digitally and these media are beginning to converge with digital forms such as the internet the world wide and video games to produce a seamless digital mediascape at work we are surrounded by technology whether in offices or in supermarkets and factories where almost every aspect of planning design marketing production and distribution is monitored or controlled digitally in digital culture charlie gere articulates the degree to which our everyday lives are becoming dominated by digital technology whether in terms of leisure work or bureaucracy this dominance is reflected in other areas including the worlds of finance technology scientific research media and telecommunications out of this situation a particular set of cultural responses has emerged for example in art music design film literature and elsewhere this book offers a new perspective on digital culture by examining its development and reveals that despite appearances it is neither radically new nor ultimately technologically driven the author traces its roots to the late 18th century and shows how it sprang from a number of impulses including the information needs of industrial capitalism and contemporary warfare avant garde artistic practice counter cultural experimentation radical philosophy and sub cultural style it is these conditions that produced both digital technology and digital culture and which have determined how they develop

in business the fundamental criteria for determining the rationality of decisions usually are specific economic measures such as return on investment market share profits sales and margin yet despite usage of modern management tools or state of art practices several corporations have not emerged out of the woods in difficult economic downturns economic impact of the firm obviously is more than internal management approaches alone best of organizations have encountered failures for want of strategic differentiators schooley mitchell is a large network of independent and objective telecom merchant services and small package shipping experts both friendly and competent we are consultants with specialized expertise you can trust as thousands of happy clients have already experienced schooley mitchell handles your telecom merchant services and shipping needs without selling you anything allowing you to focus on your core business knowing your systems are fully optimized

digital culture society is a refereed international journal fostering discussion about the ways in which digital technologies platforms and applications reconfigure daily lives and practices it offers a forum for critical analysis and inquiry into digital media theory the journal provides a venue for publication for interdisciplinary research approaches contemporary theory developments and methodological innovation in digital media studies it invites reflection on how culture unfolds through the use of digital technology and how it conversely influences the development of digital technology itself the inaugural issue digital materialism presents methodological and theoretical insights into digital materiality and materialism

based on over 200 hours of research candid interviews and contributions from senior leaders at a diverse range of brands this book 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

organizations disrupted alignment between organizations culture and leadership by linking dots in understanding the business of digital organizations while establishing a case for digital intellect

leaders display behaviors through an understanding and comprehension of their business realities challenges and opportunities manifested in everyday decisions the book is built on the premise that digital organizations have their leadership disrupted owing to digital influences in technology people attitudes behaviors rapid changes in customer needs speed agility flexible structures dynamic creative decisions unique people actions business climate hr programs work values and business ethics the book concludes by defining an organizational model the emergence of a digital culture the presence of an intellectual company including digital building blocks and the intellectual people factor a digital mind set

this book provides a critical introduction to the ways in which digital technologies have enabled new types of interactions experiences and collaborations across a range of platforms and media profoundly shaping our socio cultural landscapes these discussions are grounded in classical sociological concepts community the self gender consumption power and exclusion and inequality to demonstrate the continuities that exist between sociological studies of real world phenomena and their digital counterparts examining the various debates around methods in digital sociology in recent years this book provides an accessible and engaging guide to using methodologies to study digital technology from the moment we wake up until we go to bed many of us constantly use digital technologies our mobile phones have become our maps banks newspapers and entertainment consoles what s more they allow us to be constantly connected with the people in our lives this book will equip you to analyse digital media in your own work the book offers a broad guide to the various areas of our lives that are impacted by digital technology from the virtual communities that we form on social media to the impact that digital technology has on our identity through a sociology of selfies with chapters on leisure work privacy and methods this is an essential introduction for students in the areas of sociology digital media and cultural studies learning features include annotated further reading in every chapter case studies that illustrate theory learning objectives and questions throughout historical and theoretical context in every chapter

digital existence ontology ethics and transcendence in digital culture advances debates on digital culture and digital religion in two complementary ways first by focalizing the themes ontology ethics and transcendence it builds on insights from research on digital religion in order to reframe the field and pursue an existential media analysis that further pushes beyond the mandatory focus in mainstream media studies on the social cultural political and economic dimensions of digitalization second the collection also implies a broadening of the scope of the debate in the field of media religion and culture and digital religion in particular beyond religion to include the wider existential dimensions of digital media it is the first volume on our digital existence in the budding field of existential media studies

the present yearbook showcases the nordic countries and the work being done in the research communities of denmark finland iceland norway and sweden the focus rests on children youth and media in a digitized media culture book jacket

in a marketplace that demands perpetual upgrades the survival of interactive play ultimately depends on the adroit management of negotiations between game producers and youthful consumers of this new medium the authors suggest a model of expansion that encompasses technological innovation game design and marketing practices their case study of video gaming exposes fundamental tensions between the opposing forces of continuity and change in the information economy between the play culture of gaming and the spectator culture of television the dynamism of interactive media and the increasingly homogeneous mass mediated cultural marketplace and emerging flexible post fordist management strategies and the surviving techniques of mass mediated marketing digital play suggests a future not of democratizing wired capitalism but instead of continuing tensions between access to and enclosure in technological innovation between inertia and diversity in popular culture markets and between commodification and free play in the cultural industries publisher description

spracklen explores the impact of the internet on leisure and leisure studies examining the ways in which digital leisure spaces and activities have become part of everyday leisure covering a range of issues from social media and file sharing to romance on the internet this book presents new theoretical directions for digital leisure

digital information culture is an introduction to the cultural social and political impact of digital information and digital resources the book is organised around themes rather than theories and is arranged into three sections culture society and the individual each explores key elements of the social cultural and political impact of digital information the culture section outlines the origins of cyber culture in fifties pulp fiction through to the modern day it explores the issues of information overload the threat of a digital dark age and the criminal underbelly of digital culture section two society explores the economic and social impact of digital information outlining key theories of the information age section three explores the impact of digital information and digital resources on the individual exploring the changing nature of identity in a digital world written by a leading author in the field focuses on digital information and its social cultural and political impact is unique the wider theoretical framework relying less of sociology more on cultural theory

many people in the west or global north now live in a culture of 24 7 instant messaging ipods and mp3s streamed content blogs ubiquitous digital images and facebook but they are also surrounded by even more paper books telephone calls and material objects of one kind or another the juxtaposition and proliferation of older and newer technologies is striking making digital cultures brings together recent theorizing of the digital age with empirical studies of how institutions embrace these technologies in relation to older established technological objects processes and practices it asks how relations between analogue and digital are conceptualized and configured both in theory and inside the public library the business organization and the archive with its direct engagement with new media theory science and technology studies and cultural sociology this volume will be of interest to scholars and students in the areas of media and communication and science and technology studies

this work explores the diverse ways in which young people are active social agents in the production of youth culture in the digital age it collects an international range of empirical accounts describing the ways in which young people utilize and appropriate new technology the contributors draw on a range of theoretical perspectives including cultural studies social anthropology and feminism

written by two of the field s most eminent experts this exciting new introduction to mass media makes connections between communication research and the reality of the media industry understanding media in the digital age shows readers how to navigate the world of traditional and new media while fostering an understanding of mass communication theory history active research findings and professional experience

gender and digital culture offers a unique contribution to the theoretical and methodological understandings of digital technology as inherently gendered and classed the silences within through and from the systems we experience every day create inequalities that are deeply affective and constitute very real forms of algorithmic vulnerability the book explores these lived and mundane algorithmic vulnerabilities across three interrelated research projects these focus on recent digital phenomena including sexting selfies and wearables and particular decision making systems used in health education and social services central to this book are the themes of irreconcilability and the datalogical it makes the case that feminism and gender politics have become increasingly irreconcilable with not only long running debates around representation and embodiment but also with conceptions of the technological conceptions of the user and of the systems themselves in keeping with longstanding feminist scholarship these irreconcilabilities can be productive and generative they can be used to interrogate the power politics of digital culture by studying the lived and routine elements of digital technologies gender and digital culture asks about the many convolutions that are held together through the everyday use of these technologies and the implications for how gender and technology are approached discussed and theorised

this title argues that because we are so immersed in visual imagery we need to be able to engage with it critically the authors show in various ways that the visibility of contemporary culture can be seen as one of the primary carriers of ideas

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