

The Cybercultures Reader

The Cybercultures Reader An Introduction to Cybercultures Cyberculture Japanese Cybercultures Extra-Ordinary Men The Television Studies Reader Contested Bodies Encyclopedia of Women's Folklore and Folklife Cyberculture Theorists The New Media and Cybercultures Anthology The Cybercities Reader Critical Cyberculture Studies Latin American Cyberculture and Cyberliterature Discourse, the Body, and Identity Racing Cyberculture An Introduction to New Media and Cybercultures Theories of the Stranger Game Cultures: Computer Games As New Media The Craft of Criticism Discourse and Identity David Bell David Bell David Bell Nanette Gottlieb Nicola Rehling Robert Clyde Allen John Hassard Pauline Greenhill David Bell Pramod K. Nayar Stephen Graham David Silver Claire Taylor J. Coupland Christopher L. McGahan Pramod K. Nayar Vince Marotta Dovey, Jon Michael Kackman Bethan Benwell

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this volume aims to cover the whole spectrum of cyberspace and related new technologies to explore the ways in which new technologies are reshaping cultural forms and practices at the turn of the century

an introduction to cybercultures provides an accessible guide to the major forms practices and meanings of this rapidly growing field from the evolution of hardware and software to the emergence of cyberpunk film and fiction david bell introduces readers to the key aspects of cyberculture including email the internet digital imaging technologies computer games and digital special effects each chapter contains hot links to key articles in its companion volume the cybercultures reader suggestions for further reading and details of relevant websites individual chapters examine cybercultures an introduction storying cyberspace cultural studies in cyberspace community and cyberculture identities in cyberculture bodies in cyberculture cybersubcultures researching cybercultures

a wide ranging and up to date overview of the fast changing world of cyberculture

this is the first book to analyse the different applications and uses of the internet in japan it looks at the development of the internet in japan the online dynamics of japanese language use and net use by specific subcultures

extra ordinary men analyzes popular cinematic representations of white heterosexual masculinity as the ordinary form of male identity one that enjoys considerable economic social political and representational strength nicola rehling argues that while this normative position affords white heterosexual masculinity ideological and political dominance such ordinariness also engenders the anxiety that it is a depthless vacuous and unstable identity at a time when the neutrality of white heterosexual masculinity has been challenged by identity politics this insightful volume offers lucid accounts of contemporary theoretical debates on masculinity in popular cinema and explores the strategies deployed in popular films to reassert white heterosexual male hegemony through detailed readings of films as diverse as fight club boys don t cry and the matrix accessible to undergraduates but also of interest to film scholars the book makes a distinctive contribution to our understanding of the ways in which popular film helps construct and maintain many unexamined assumptions about masculinity gender race and sexuality

the television studies reader brings together key writings in the expanding field of television studies providing an overview of the discipline and addressing issues of industry genre audiences production and ownership and representation the reader charts the ways in which television and television studies are being redefined by new and alternative ways of producing broadcasting and watching tv such as cable satellite and digital broadcasting home video internet broadcasting and interactive tv as well as exploring the recent boom in genres such as reality tv and docusoaps it brings together articles from leading international scholars to provide perspectives on television programmes and practices from around the world acknowledging both television's status as a global medium and the many and varied local contexts of its production and reception articles are grouped in seven themed sections each with an introduction by the editors institutions of television spaces of television modes of television making television social representation on television watching television transforming television

featuring fresh and fascinating contributions from leading thinkers and theorists contested bodies brings together a number of different accounts and perspectives on the body drawing out some of the key connections and disjunctures from this most contested of topics

from the stone age to the cyber age women and men have experienced the world differently out of a cosmos of goddesses and she devils earth mothers and madonnas witches and queens saints and whores a vast body of women's folklore has come into bloom international in scope and drawing on more than 130 expert contributors this encyclopedia reviews the myths traditions and beliefs central to women's daily lives more than 260 alphabetically arranged entries cover the lore of women across time space and life students of history religion and spirituality healing and traditional medicine literature and world cultures will value this encyclopedia as an indispensable guide to women's folklore in addition there are entries on women's folklore and folklife in 15 regions of the world such as the caribbean central asia the middle east and western europe entries provide cross references and cite works for further reading and the encyclopedia closes with a selected bibliography of print and electronic resources students learning about history world cultures religion and spirituality healing and traditional medicine and literature will welcome this companion to the daily life of women across time and continents

this book surveys a cluster of works that seek to explore the cultures of cyberspace the internet and the information society it introduces key ideas and includes detailed discussion of the work of two key thinkers in this area manuel castells and donna haraway as well as outlining the development of cyberculture studies as a field to do this the book also explores selected moments in this development from the early 1990s when cyberspace and cyberculture were only just beginning to come together as ideas up to the present day when the field of cyberculture studies has grown and bloomed producing innovative theoretical and empirical work from a diversity of standpoints key topics include life on the screen network society space of flows cyborg methods cyberculture theorists is the ideal starting point for anyone wanting to understand how to theorise cyberculture in all its myriad forms

moving beyond traditional cyberculture studies paradigms in several key ways this comprehensive collection marks the increasing convergence of cyberculture with other forms of media and with all aspects of our lives in a digitized world includes essential readings for both the student and scholar of a diverse range of fields including new and digital media internet studies digital arts and culture studies network culture studies and the information society incorporates essays by both new and established scholars of digital cultures including andy miah eugene thacker lisa nakamura chris habes gray sonia livingstone and espen aarseth created explicitly for the undergraduate student with comprehensive introductions to each section that outline the main ideas of each essay explores the many facets of cyberculture and includes sections on race politics gender theory gaming and space the perfect companion to nayar's introduction to new media and cyberculture

providing the most comprehensive international and interdisciplinary analysis yet of the relationships between cities urban life and new technologies this informative book incorporates detailed discussions of cybercity history theory economic processes mobilities physical forms social and cultural worlds digital divides public domains strategies politics and futures the book includes coverage of post modern technoculture virtual reality and the body global city economies urban surveillance e commerce teleworking community informatics digital architecture urban technology

strategies and the role of cities and new technologies in the war on terrorism the first interdisciplinary book to address the complex interrelationships between the use and application of electronic technologies and practices and processes of contemporary metropolitan life this key text adopts a uniquely international perspective detailed case studies include virtual cities in amsterdam internet cabins in lima back offices in jamaica and smart highways in melbourne an excellent teaching aid with part section and individual extract introductions this outstanding book provides an up to date snapshot of how policies for cities and cyberspaces are being combined across the world

taking stock of the exciting work that is being done and positing what cyberculture s future might look like this book brings together a diverse and multidisciplinary group of scholars from around the world to assess the state of the field

this collection of critical essays investigates an emergent and increasingly important field of cultural production in latin america cyberliterature and cyberculture in their varying manifestations including blogs and hypertext narratives collective novels and e mags digital art and short net films highly innovative in its conception this book provides the first sustained academic focus on this area of cultural production and investigates the ways in which cyberliterature and cyberculture in the broadest sense are providing new configurations of subjects narrative voices and even political agency for latin americans the volume is divided into two main sections the first comprises eight chapters on the broad area of cyberculture and identity formation preservation including the development of different types of cybercommunities in latin america while many of the chapters applaud the creative potential of these new virtual communities identities and cultural products to create networks across boundaries and offer new contestatory strategies they also consider whether such phenomena may risk reinforcing existing social inequalities or perpetuate conservatism the second section comprises six chapters and an afterword that deal with the nature of cyberliterature in all its many forms from the cyber cultural legacies of writers such as julio cortázar and jorge luis borges to traditional print literature from the region that reflects on the subject of new technology to weblogs and hypertext and hypermedia fiction proper

the body and discourse seem diametrically opposed but we interact with our bodies and represent ourselves and our relationships in bodily terms this volume integrates new studies by leading researchers in sociolinguistics sociology social psychology and cultural theory it explores the many interfaces of body and discourse organized under three main themes the body as an interactional resource ideological representations of the body and discursive constructions of the body in normal and pathological contexts

racing cyberculture explores new media art that challenges the race blind myth of cyberspace the particular cultural workers whose productions are addressed are the performance and installation artist guillermo gomez pena and roberto sifuentes the uk new media arts collective mongrel the conceptual artists and composer keith obadike and the multimedia artist prema murthy the author looks at how works by these artists bring forward questions of racial and cultural identity as they intersect with information technology

this introduction to cybercultures provides a cutting edge and much needed guide to the rapidly changing world of new media and communication considers cyberculture and new media through contemporary race gender and sexuality studies and postcolonial theory offers a clear analysis of some of the most complex issues in cybercultures including identity network societies new geographies and connectivity includes discussions of gaming social networking geography net democracy aesthetics popular internet culture the body sexuality and politics examines key questions in the political economy racialization gendering and governance of cyberculture

in our global multicultural world how we understand and relate to those who are different from us has become central to the politics of immigration in western societies who we are and how we perceive ourselves is closely associated with those who are different and strange this book explores the pivotal role played by the stranger in social theory examining the different conceptualisations of the stranger found in the social sciences and shedding light on the ways in which these discourses can contribute to an analysis of cross cultural interaction and cultural hybridity engaging with the work of simmel park and bauman and arguing for the need for greater theoretical clarity theories of the stranger connects conceptual questions with debates surrounding identity politics multiculturalism online ethnicities and cross cultural dialogue as such this rigorous conceptual re

examination of the stranger will appeal to scholars across the social sciences with interests in social theory and the theoretical foundations of discourses relating to migration cosmopolitanism globalisation and multiculturalism

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

with contributions from 35 leading media scholars this collection provides a comprehensive overview of the main methodologies of critical media studies fully revised and updated throughout the chapters in this second edition address various methods of textual analysis as well as reception studies policy studies production studies and contextual multi method approaches like intertextuality and cultural geography film and television are at the heart of the collection which also addresses digital technologies and new research tools in such areas as software studies gaming and social media each chapter includes an intellectual history of a particular method or approach a discussion of why and how it was used to study a particular medium or media relevant examples of influential work in the area and an in depth review of a case study drawn from the author s own research together the chapters in this collection give media scholars and critics a complete toolbox of essential critical media studies methodologies

identity is a central organizing feature of our social world across the social sciences and humanities it is increasingly treated as something that is actively and publicly accomplished in discourse this book defines identity in its broadest sense in terms of how people display who they are to each other each chapter examines a different discursive environment in which people do identity work everyday conversation institutional settings narrative and stories commodified contexts spatial locations and virtual environments the authors describe and demonstrate a range of discourse and interaction analytic methods as they are put to use in the study of identity including performative analyses conversation analysis membership categorization analysis critical discourse analysis narrative analysis positioning theory discursive psychology and politeness theory the book aims to give readers a clear sense of the coherence or otherwise of these different approaches the practical steps taken in analysis and their situation within broader critical debates through the use of detailed and original identity case studies in a variety of spoken and written texts in order the book offers a practical and accessible insight into what the discursive accomplishment of identity actually looks like and how to go about analyzing it

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