

Digerati Encounters With The Cyber Elite

Encyclopedia of Social Media and Politics
 International Handbook of Virtual Learning Environments
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CROSS KELLEY

Encyclopedia of Social Media and Politics SUNY Press

Does contemporary Internet technology strengthen civic engagement and democratic practice? The recent surge in online community participation has become a cultural phenomenon enmeshed in ongoing debates about the health of American civil society. But observations about online communities often concentrate on ascertaining the true nature of community and democracy, typically rehearsing familiar communitarian and liberal perspectives. This book seeks to understand the technology on its own terms, focusing on how the technological and organizational configurations of online communities frame our contemporary beliefs and assumptions about community and the individual. It analyzes key structural features of thirty award-winning online community websites to show that while the values of individual autonomy, egalitarianism, and freedom of speech dominate the discursive content of these communities, the practical realities of online life are clearly marked by exclusivity and the demands of commercialization and corporate surveillance. Promises of social empowerment are framed within consumer and therapeutic frameworks that undermine their democratic efficacy. As a result, online communities fail to revolutionize the civic landscape because they create cultures of membership that epitomize the commodification of community and public life altogether.

International Handbook of Virtual Learning Environments SAGE

Two decades ago a groundbreaking book called "The Frog in the Kettle" changed what we believe about the evangelical Church and its influence in America. Subsequent books by George Barna have become must-reading for church leaders and concerned Christians everywhere. Now Barna takes a fresh look at the Church--where we stand and where we are headed--at the dawn of the new millennium. With revealing statistics from cutting-edge research that illustrate the changing beliefs and attitudes in our society today, this book clearly shows the Church is at a crucial juncture in history--a time of rapid change in which we must begin to anticipate the world's needs in order to meet them.

Virtual Communities Routledge

Offers profiles of influential individuals involved in the shaping of the internet, telecommunications, and multimedia, and shares their views on the future

Recent Advances and Issues in Computers NYU Press

Critical Literacy in a Digital Era offers an examination of the persuasive approaches used in discussions on and about the Internet. Its aim is to increase awareness of what is assumed, unquestioned, and naturalized in our media experience. Using a critical literacy framework for her analysis, author Barbara Warnick argues that new media technologies become accepted not only through their use, but also through the rhetorical use of discourse on and about them. She analyzes texts that discuss new media and technology, including articles from a major technology-oriented

periodical; women's magazines and Web sites; and Internet-based political parody in the 2000 presidential campaign. These case studies bring to light the persuasive strategies used by writers to influence public discourse about technology. The book includes analyses of narrative structures, speech genres, intertextuality, argument forms, writing formulae, and patterns of emphasis and neglect used in traditional and new media outlets. As a result, this distinctive work identifies the features of online speech that bring people and ideas together and enable communities to form in new media environments. As a unique study of the ways in which ideology is embedded in rhetorical texts, this volume will play a significant role in the development of critical literacy about writing and speech concerning new communication technology. It will be of interest to readers concerned about how our talk about communication affects how we think about it, in particular those interested in communication and social change, public persuasion, and rhetorical criticism of new media content.

How the Internet Became Commercial Hardwired

This is the first complete introduction to and analysis of the politics of the internet. Key concepts included are: power and cyberspace; the virtual individual; society in cyberspace, and imagination and the internet.

International Relations in a Constructed World MIT Press

In the early 1990s, people predicted the death of privacy, an end to the current concept of 'property,' a paperless society, 500 channels of high-definition interactive television, world peace, and the extinction of the human race after a takeover engineered by intelligent machines. Imagining the Internet zeroes in on predictions about the Internet's future and revisits past predictions--and how they turned out. It gives the history of communications in a nutshell, illustrating the serious impact of pervasive networks and how they will change our lives over the next century.

Portable Communities Rowman & Littlefield

Using both local and global perspectives, examines some of the major issues in the study of society and environment. Focuses on the study of people as social beings and the way they interact with each other within society and culture and the environment. Aims to empower future teachers to act as informed and committed educators.

The New Information Professional Routledge

Venture into a new clinical office where an agoraphobic can manipulate a projected image of himself into an actual crowd, where a woman afraid of flying can desensitize herself through virtual reality exposure, where an ill-socialized adolescent or a depressed elderly patient can visit a virtual community. Dr Jeri Fink introduces the brave new world of psychotechnology with a mix of imagination, enthusiasm and authority. She logs on by exploring computer assisted therapeutic interventions for treating individuals and groups based on accepted theories of practice; next, she raises and answers questions about such pivotal attendant issues as the rise of Internet Addiction Disorder and the implications of cybertherapies for managed care; and finally, she supplies a resource guide to the Internet as a channel for professional communications as well as for professional reference.

VIRTUAL STATES ABC-CLIO

Considering sustainability in its economic, environmental and social contexts, the contributors take stock of previous research on large technical systems and discuss their sustainability from three main perspectives: uses, cities, and rules and institutions.

Digital Fandom Springer

In this long-awaited book, Ursula Huws brings together the results of decades of prescient research on labour market transformation to provide an authoritative overview of the impacts of technological, economic, social and political change on working life in the 21st century. Placing current upheavals in global labour markets firmly in their historical context, she debunks myths about the impacts of artificial intelligence on labour, pointing to the processes whereby new employment is created, as well as old jobs destroyed, while never underestimating the contradictory impacts of digitalisation on work organisation, resistance, adaption and innovation. This book is underpinned by a clear conceptual framework, that analyses the dynamics of the restructuring of capitalism and labour, taking full account of unpaid social reproductive work, and integrating a feminist analysis whilst also pointing to new forms of commodification that will shape the future. Labour in Contemporary Capitalism will be an invaluable resource and point of reference for students and scholars studying the sociology of labour, economic structures, technology, and globalisation.

Multimedia Oxford University Press

When the new medium of CD-ROMs emerged, industry figures and critics alike proclaimed their virtually unlimited potential. Adapting material from well-established media like television and film, CD-ROMs have quickly transformed genres such as science fiction and horror. At the same time, the realities of actual CD-ROMs often fall short of their utopian visions. On a Silver Platter marks a "coming of age" for CD-ROMs as a commercially and aesthetically significant medium demanding critical attention. Greg Smith brings together media scholars such as Lisa Cartwright, Henry Jenkins, Janet Murray, and Scott Bukatman to analyze how CD-ROMs offer alternatives to familiar places—to museums, to cities, and especially to classrooms. Examining specific CD-ROM titles, including, Sim City, Civilization, and Phantasmagoria, the contributors argue that CD-ROMs are complex texts worthy of close consideration, both for how they have changed our understanding of space and genre, and for how they will impact the development of future media. By examining particular CD-ROM texts and contexts, On a Silver Platter probes this new medium for insight and understanding into the current state of multimedia and into the future of technology.

From Counterculture to Cyberculture Peter Lang

In less than a decade, the Internet went from being a series of loosely connected networks used by universities and the military to the powerful commercial engine it is today. This book describes how many of the key innovations that made this possible came from entrepreneurs and iconoclasts who were outside the mainstream—and how the commercialization of the Internet was by no means a foregone conclusion at its outset. Shane Greenstein traces the evolution of the Internet from government ownership to privatization to the commercial Internet we know today. This is a story of innovation from the edges. Greenstein shows how mainstream service providers that had traditionally been leaders in the old-market economy became threatened by innovations from industry outsiders who saw economic opportunities where others didn't—and how these mainstream firms had no choice but to innovate themselves. New models were tried: some succeeded, some failed. Commercial markets turned innovations into valuable products and services as the Internet evolved in those markets. New business processes had to be created from scratch as a network

originally intended for research and military defense had to deal with network interconnectivity, the needs of commercial users, and a host of challenges with implementing innovative new services. How the Internet Became Commercial demonstrates how, without any central authority, a unique and vibrant interplay between government and private industry transformed the Internet.

Curious Minds Jason Aronson

"This book re-evaluates the way we examine today's digital media environment By looking at how popular culture uses different digital technologies, Digital Fandom bolsters contemporary media theory by introducing new methods of analysis Using the exemplars of alternate reality gaming and fan studies, this book takes into account a particular "philosophy of playfulness" in today's media in order to establish a "new media studies." "Digital Fandom augments traditional studies of popular media fandom with descriptions of the contemporary fan in a converged media environment. The book shows how changes in the study of fandom can be applied in a larger scale to the study of new media in general, and formulates new conceptions of traditional media theories." ""In this web 2.0 world, where community and not content is king, the fan marks a new form of interactive subjectivity that deconstructs the usual categories of consumer and producer. Paul Booth's Digital Fandom breaks new ground in the investigation of this subject, demonstrating how it reorganizes and reorients the field of new media studies" ---David J. Gunkel, Presidential Teaching Professor, Northern Illinois University, Author of Hacking Cyberspace and Thinking Otherwise" ""From blogs to ARGs, wikis to social networking sites, Paul Booth provides an in-depth tour of how fans straddle and traverse the boundary between television and digital media. With a theoretically rich analytic eye, Digital Fandom breaks new ground for the next generation of media scholarship" ---Jason Mittell, Middlebury College, Author of Television & American Culture"--BOOK JACKET.

How to Use Computers and Cyberspace in the Clinical Practice of Psychotherapy Psychology Press

Multimedia: A Critical Introduction is a comprehensive guide to the new media form which has resulted from the application of computer technology to existing techniques of broadcasting and telecommunications transmission. The rapid growth of multimedia technologies such as the internet, e-mail and digital television holds the promise of a new 'information age' in which individual tastes are catered for, citizens become better informed, and new wealth is created. But are new media technologies really designed to achieve these utopian aims? Multimedia: a critical introduction provides a historical, cultural and political context to the development of multimedia, as both a technology and a concept. Individual chapters address: * the origins of multimedia in the unlikely interaction between the military and 1960s counter-culture: how the phenomenal US budgets allocated to US military research resulted in the microchip, and why the efforts of counter-culture computer hobbyists evolved into a multi-billion dollar industry. *the wider democratic and cultural implications of multimedia in the wake of the deregulation of the media industries by 'new right' governments in the 1980s, which has led to the domination of the media by transnational conglomerates. * issues of privacy and censorship in relation to new media, including discussion of cryptography, electronic surveillance, and attempts to regulate material such as pornography on the internet. * the use of digital technology to create special effects in feature films.

Radical Evolution Springer Science & Business Media

This Handbook brings together scholars from around the world in addressing the global significance of, controversies over and alternatives to intellectual property (IP) today. It brings together over fifty of the leading authors in this field across the spectrum of academic disciplines, from law, economics, geography, sociology, politics and anthropology. This volume addresses the full spectrum of IP issues including copyright, patent, trademarks and trade secrets, as well as parallel rights and novel applications. In addition to addressing the role of IP in an increasingly information based and globalized economy and culture, it also challenges the utility and viability of IP today and addresses a range of alternative futures.

Multimedia and the Web from A to Z Reaktion Books

In Make Your Move, expert Jimmy Calano draws on his vast experience in the self-development field and distills the essence of his thoughts on how to purposefully and enthusiastically achieve a fuller life. Readers will quickly discover ways to move forward with compelling chapters about triumphing over procrastination, making things happen, dusting off dreams, nourishing their minds, dealing with disappointment, and more. Each chapter is divided into attention-grabbing stories and anecdotes, rewards for adopting the advocated behaviors, and how-tos for implementing the recommendations. With its inviting style and easy-to-assimilate wisdom, Make Your Move gives readers the skills—and the inspiration—to do more with their lives.

Labour in Contemporary Capitalism Feminist Press at CUNY

The historical roots, key practitioners, and artistic, theoretical, and technological trends in the incorporation of new media into the performing arts. The past decade has seen an extraordinarily intense period of experimentation with computer technology within the performing arts. Digital media has been increasingly incorporated into live theater and dance, and new forms of interactive performance have emerged in participatory installations, on CD-ROM, and on the Web. In Digital Performance, Steve Dixon traces the evolution of these practices, presents detailed accounts of key practitioners and performances, and analyzes the theoretical, artistic, and technological contexts of this form of new media art. Dixon finds precursors to today's digital performances in past forms of theatrical technology that range from the deus ex machina of classical Greek drama to Wagner's Gesamtkunstwerk (concept of the total artwork), and draws parallels between contemporary work and the theories and practices of Constructivism, Dada, Surrealism, Expressionism, Futurism, and multimedia pioneers of the twentieth century. For a theoretical perspective on digital performance, Dixon draws on the work of Philip Auslander, Walter Benjamin, Roland Barthes, Jean Baudrillard, and others. To document and analyze contemporary digital performance practice, Dixon considers changes in the representation of the body, space, and time. He considers virtual bodies, avatars, and digital doubles, as well as performances by artists including Stelarc, Robert Lepage, Merce Cunningham, Laurie Anderson, Blast Theory, and Eduardo Kac. He investigates new media's novel approaches to creating theatrical spectacle, including virtual reality and robot performance work, telematic performances in which remote locations are linked in real time, Webcams, and online drama communities, and considers the "extratemporal" illusion created by some technological theater works. Finally, he defines categories of interactivity, from navigational to participatory and collaborative. Dixon challenges dominant theoretical approaches to digital performance—including what he calls postmodernism's denial of the new—and offers a series of boldly original arguments in their place.

Knowledge Diplomacy Nicholas Brealey

Taking us behind the scenes with today's foremost researchers and pioneers, bestselling author Joel Garreau shows that we are at a turning point in history. At this moment we are engineering the next stage of human evolution. Through advances in genetic, robotic, information, and nanotechnologies, we are altering our minds, our memories, our metabolisms, our personalities, our progeny-and perhaps our very souls. Radical Evolution reveals that the powers of our comic-book superheroes already exist, or are in development in hospitals, labs, and research facilities around the country—from the revved-up reflexes and speed of Spider-Man and Superman, to the enhanced mental acuity and memory capabilities of an advanced species. Over the next fifteen years, Garreau makes clear in this New York Times Book Club premiere selection, these enhancements will become part of our everyday lives. Where will they lead us? To heaven—where technology's promise to make us smarter, vanquish illness, and extend our lives is the answer to our prayers? Or, as some argue, to hell—where unrestrained technology brings about the ultimate destruction of our species?

Boiling Point James Nicholas Publishers

This book provides definitions of over 1,500 terms related to multimedia and the web.

The Price of Fish University of Chicago Press

From the emergence of digital protest as part of the Zapatista rebellion, to the use of disturbance tactics against governments and commercial institutions, there is no doubt that digital technology and networks have become the standard features of 21st century social mobilisation. Yet, little is known about the historical and socio-cultural developments that have transformed the virtual sphere into a key site of political confrontation. This book provides a critical analysis of the developments of digital direct action since the 1990s. It examines the praxis of electronic protest by focussing on the discourses and narratives provided by the activists and artists involved. The study covers the work of activist groups, including Critical Art Ensemble, Electronic Disturbance Theater and the electrohippies, as well as Anonymous, and proposes a new analytical framework centred on the performative and aesthetic features of contemporary digital activism.