

Creative License The Law And Culture Of Digital Sampling

Understanding Digital CultureTheorizing Digital CulturesDigital Culture: Understanding New MediaDigital Information CultureDigital Organizations Leadership DisruptedUnderstanding Digital CultureDigital Culture & Society (DCS)Digital CultureVirtual Identities and Digital CultureAsian Perspectives on Digital CultureCommunity without Community in Digital CultureChildren and Youth in the Digital Media CultureDigital PlayBuilding Digital CultureMaking Digital CulturesBorn DigitalUnderstanding Media in the Digital AgeDigital Culture and SocietyThe Digital ConditionDigital Existence Vincent Miller Grant D. Bollmer Creeber, Glen Luke Tredinnick Ganesh Shermon Vincent Alward Miller Ramón Reichert Charlie Gere Victoria Kannen Sun Sun Lim C. Gere Ulla Carlsson Stephen Kline Daniel Rowles Martin Hand Tomáš Kincl Everette E. Dennis Kate Orton-Johnson Felix Stalder Amanda Lagerkvist

Understanding Digital Culture Theorizing Digital Cultures Digital Culture: Understanding New Media Digital Information Culture Digital Organizations Leadership Disrupted Understanding Digital Culture Digital Culture & Society (DCS) Digital Culture Virtual Identities and Digital Culture Asian Perspectives on Digital Culture Community without Community in Digital Culture Children and Youth in the Digital Media Culture Digital Play Building Digital Culture Making Digital Cultures Born Digital Understanding Media in the Digital Age Digital Culture and Society The Digital Condition Digital Existence *Vincent Miller Grant D. Bollmer Creeber, Glen Luke Tredinnick Ganesh Shermon Vincent Alward Miller Ramón Reichert Charlie Gere Victoria Kannen Sun Sun Lim C. Gere Ulla Carlsson Stephen Kline Daniel Rowles Martin Hand Tomáš Kincl Everette E. Dennis Kate Orton-Johnson Felix Stalder Amanda Lagerkvist*

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

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

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

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

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

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

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

virtual identities and digital culture investigates how our online identities and cultures are embedded within the digital practices of our lives exploring how we form community how we play and how we re imagine traditional media in a digital world the collection

explores a wide range of digital topics from dating apps microcelebrity and hackers to auditory experiences netflix algorithms and live theatre online and builds on existing work in digital culture and identity by bringing new voices contemporary examples and highlighting platforms that are emerging in the field the book speaks to the modern reality of how our digital lives have been forever altered by our transnational experiences one of those key experiences is the pandemic but so too is systemic inequality questions of digital privacy and the role of joy in our online lives a vital contribution at a time of significant social and cultural flux this book will be highly relevant to those studying digital culture within media communication cultural studies digital humanities and sociology departments

in asia amidst its varied levels of economic development and diverse cultural traditions and political regimes the internet and mobile communications are increasingly used in every aspect of life yet the analytical frames used to understand the impact of digital media on asia predominantly originate from the global north neither rooted in asia s rich philosophical traditions nor reflective of the sociocultural practices of this dynamic region this volume examines digital phenomena and its impact on asia by drawing on specifically asian perspectives contributors apply a variety of asian theoretical frameworks including guanxi face qing dharma and karma with chapters focusing on emerging digital trends in china hong kong india japan korea philippines singapore and taiwan the book presents compelling and diverse research on identity and selfhood spirituality social networking corporate image and national identity as shaped by and articulated through digital communication platforms

community without community in digital culture presents the view that our digital culture is determined not by greater connection but by the separation and gap that is a necessary concomitant of our fundamental technicity

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

winner cmi management book of the year awards 2018 management futures category building digital culture aims to answer a simple question how can organizations succeed when the environment they operate in is changing so quickly the last thing businesses need today is a digital strategy instead their strategy needs to be fit for our fast changing digital world where businesses have more data than they know what to do with a media landscape that s exploded in size and complexity the risk of a new disruption around every corner and only one certainty that this change won t let up building digital culture doesn t address whether or not you should advertize on facebook or invest in virtual reality it doesn t seek to unearth a silver bullet to make digital investments a sure thing it steps back from the hype and 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 combining more than 30 years of experience at the forefront of marketing and digital developments and based on more than 200 hours of research candid interviews and contributions from brands including twitter deloitte hsbc and many more building digital culture will help you navigate from being a business that tolerates or acts digital to one that truly is digital

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

background problem statement on one hand a large body of literature in international business and cross cultural management focuses on differences in national cultures on the other hand there is an emerging and quickly growing number of studies devoted to uncover differences in attitudes and consumer habits between generations notably mentioning terms such as digital natives or generation z objectives it has been known that users behave differently in a cyberspace than in real world cyberspace however creates an arena for a different kind of socialization and for a specific patterns in consumer behavior the paper attempts to merge and contrast both streams of thought digital natives vs national cultures and address a question to what extend digital natives differ from their national cultures methods the paper builds on large scale mindreader mindshare survey conducted on an annual basis which is focused on digital consumers around the world the dataset contains data about media habits attitudes and technology usage patterns of 25 000 respondents from 44 different countries and across five continents advanced statistical methods incl cluster analysis have been used to address the research question preliminary results preliminary results indicate that digital natives share similar concerns and could create a different cultural cluster than those previously identified by other studies

about differences in national cultures digital natives could be a different group of consumers who derive their digital behaviors from a different set of globally plausible values

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

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

our daily lives our culture and our politics are now shaped by the digital condition as large numbers of people involve themselves in contentious negotiations of meaning in ever more dimensions of life from the trivial to the profound they are making use of the capacities of complex communication infrastructures currently dominated by social mass media such as twitter and facebook on which they have come to depend amidst a confusing plurality felix stalder argues that are three key constituents of this condition the use of existing cultural materials for one's own production the way in which new meaning is established as a collective endeavour and the underlying role of algorithms and automated decision making processes that reduce and give shape to massive volumes of data these three characteristics define what stalder calls the digital condition stalder also examines the profound political implications of this new culture we stand at a crossroads between post democracy and the commons a concentration of power among the few or a genuine widening of participation with the digital condition offering the potential for starkly different outcomes this ambitious and wide ranging theory of our contemporary digital condition will be of great interest to students and

scholars in media and communications cultural studies and social political and cultural theory as well as to a wider readership interested in the ways in which culture and politics are changing today

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

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