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Design Research Photography Theory in Historical Perspective Indigenous Engineering for an Enduring Culture The Education of a Graphic Designer Literacies Across Media New Media The RoutledgeFalmer Reader in Language and Literacy Digital_Humanities (Not) In the Game Design Issues The Digital Dialectic Doctor Who: The Unfolding Event — Marketing, Merchandising and Mediatizing a Brand Anniversary New Media Videogames and Education Digital Image Systems The Bloomsbury Handbook to the Digital Humanities Interfacing with the Internet in Popular Cinema Digital Design Theory New Media Understanding Interactive Digital Narrative Convergence Culture Reconsidered Dialectical Rhetoric Alternative and Activist New Media The Graphic Communication Handbook Digital Humanities and Laboratories City at the Edge of Forever Art History and Visual Studies in Europe Background Noise, Second Edition Designing for the 21st Century The Routledge Handbook of Remix Studies and Digital Humanities Bodies of Information The Secret War Between Downloading and Uploading Contemporary Documentary Made in Brasil International Handbook of Research in Arts Education Push The Digital Humanities Art Practice as Research Background Noise Media and Society

Design Research 2003-10-24 how the tools of design research can involve designers more directly with objects products and services they design from human centered research methods to formal experimentation process models and application to real world design problems the tools of design research writes brenda laurel will allow designers to claim and direct the power of their profession often neglected in the various curricula of design schools the new models of design research described in this book help designers to investigate people form and process in ways that can make their work more potent and more delightful at the very least peter lunenfeld writes in the preface design research saves us from reinventing the wheel at its best a lively research methodology can reinvigorate the passion that so often fades after designers join the profession the goal of the book is to introduce designers to the many research tools that can be used to inform design as well as to ideas about how and when to deploy them effectively the chapter authors come from diverse institutions and enterprises including stanford university mit intel maxis studio anybody sweden s humlab and big blue dot each has something to say about how designers make themselves better at what they do through research and illustrates it with real world examples case studies anecdotes and images topics of this multi voice conversation include qualitative and quantitative methods performance ethnography and design improvisation trend research cultural diversity formal and structural research practice tactical discussions of design research process and case studies drawn from areas as unique as computer games museum information systems and movies interspersed throughout the book are one page demos snapshots of the design research experience design research charts the paths from research methods to research findings to design principles to design results and demonstrates the transformation of theory into a richly satisfying and more reliably successful practice

Photography Theory in Historical Perspective 2011-04-25 photography theory in historical perspective case studies from contemporary art aims to contribute to the understanding of the multifaceted and complex character of the photographic medium by dealing with various case studies selected from photographic practices in contemporary art discussed in the context of views and theories of photography from its inception uses case studies to explain photographic practices in contemporary art and place them in the context of theory presents current debates on theory of photography through comparisons to research of other visual media applicable to vernacular and documentary photography as well as art photography

Indigenous Engineering for an Enduring Culture 2022-09-28 for many millennia indigenous australians have been engineering the landscape using sophisticated technological and philosophical knowledge systems in a deliberate response to changing social and environmental circumstances these knowledge systems integrate profound understanding of country and bring together knowledge of the topography and geology of the landscape its natural cycles and ecological systems its hydrological systems and natural resources including fauna and flora this enables people to manage resources sustainably and reliably and testifies to a developed contextualised knowledge system and to a society with agency and the capability to maintain and refine accumulated knowledge and material processes this book is a recognition and acknowledgement of the ingenuity of indigenous engineering which is grounded in philosophical principles values and practices that emphasise sustainability reciprocity respect and diversity and often presents a much needed challenge to a western engineering worldview each chapter is written by a team of authors combining indigenous knowledge skills and academic expertise providing examples of collaboration at the intersection of western and indigenous engineering principles sharing old and new knowledges and skills these varied approaches demonstrate ways to integrate indigenous knowledges into the curricula for australian engineering degrees in line with the australian council of engineering deans position statement on embedding aboriginal and torres strait islander perspectives into the engineering curriculum first published in 2017

The Education of a Graphic Designer 2015-10-20 revised and updated this compelling collection of essays interviews and course syllabi is the ideal tool to help teachers and students keep up in the rapidly changing field of graphic design top designers and educators talk theory offer proposals discuss a wide range of educational concerns such as theory versus practice art versus commerce and classicism versus postmodernism and consider topics such as emerging markets shifts in conventions global impact and social innovation building on the foundation of the original book the new essays address how graphic design has changed into an information presenting data visualization and storytelling field rooted in art and technology the forward thinking course syllabi are designed for the increasingly specialized needs of undergraduate and graduate students personal anecdotes from these designers about their own educations their mentors and their students make this an entertaining and illuminating idea book the book features writing from lama ajeenah roy r behrens andrew blauvelt max bruinsma chuck byrne moira cullen paula j curran louis danziger liz danzico meredith davis sheila de bretteville carla diana johanna drucker milton glaser rob giampietro april greiman sagi haviv lorraine justice jeffery keedy julie lasky warren lehrer ellen lupton victor margolin andrea marks katherine mccoy ellen mcmahon j abbott miller sharyn o mara rick poynor chris pullman michael rock katie salen douglass scott steven skaggs virginia smith kerri steinberg gunnar swanson ellen mazur thomson michael vanderbyl veronique vienne lorraine wild richard wilde judith wilde and michael worthington allworth press an imprint of skyhorse publishing publishes a broad range of books on the visual and performing arts with emphasis on the business of art our titles cover subjects such as graphic design theater branding fine art photography interior design writing acting film how to start careers business and legal forms business practices and more while we don t aspire to publish a new york times bestseller or a

national bestseller we are deeply committed to quality books that help creative professionals succeed and thrive we often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers

Literacies Across Media 2007-01-26 the contemporary young reader learns from a very early age to read and interpret through a broad range of media literacies across media explores how a group of boys and girls aged from ten to fourteen make sense of narratives in a variety of formats including print electronic book video dvd computer game and cd rom this book records these young people over a period of eighteen months as they read view and play different texts demonstrating variations and consistencies of interpretative behaviour across different media margaret mackey analyses how the activities of reading viewing and playing intertwine and affect each other s development her in depth research shows young readers developing strategies for interpreting narratives through encounters with a diverse range of texts and media the study breaks new ground in its illustration and exploration of the impact of cross media fertilisation on how young readers come to an understanding of how to make sense of stories literacies across media offers both a vivid account of a group of young readers coming to terms with texts and a radical perspective on the growth of a generation of young readers it is thought provoking fascinating and highly informative reading not only for theoreticians interested in the reading process but also teachers librarians parents and anybody involved with young people and their texts

New Media 2009 for this essential collection of readings on literacy and language teresa grainger has carefully chosen journal articles and book chapters which offer significant and serious insights into the world of literacy in the twenty first century

The RoutledgeFalmer Reader in Language and Literacy 2004 a visionary report on the revitalization of the liberal arts tradition in the electronically inflected design driven multimedia language of the twenty first century digital humanities is a compact game changing report on the state of contemporary knowledge production answering the question what is digital humanities it provides an in depth examination of an emerging field this collaboratively authored and visually compelling volume explores methodologies and techniques unfamiliar to traditional modes of humanistic inquiry including geospatial analysis data mining corpus linguistics visualization and simulation to show their relevance for contemporary culture written by five leading practitioner theorists whose varied backgrounds embody the intellectual and creative diversity of the field digital humanities is a vision statement for the future an invitation to engage and a critical tool for understanding the shape of new scholarship

Digital_Humanities 2016-02-12 how do games represent history and how do we make sense of the history of games the industry regularly uses history to sell products while processes of creation and of promotion leave behind markers of a game s history the access to this history is often granted by so called paratexts which are accompanying elements orbiting texts exploring this fully case studies in this work move the focus of debate from the games themselves to wider ancillary materials and ask how history is used in and how we can use history to study games

(Not) In the Game 2023-08-21 how our visual and intellectual cultures are changed by the new interaction based media and technologies

Design Issues 2004 the bbc tv series doctor who celebrated its 50th anniversary in 2013 this book analyses how promotion commemorative merchandise and 3d cinema screenings worked paratextually to construct a popular media event while sometimes uneasily integrating public service values and consumerist logics

The Digital Dialectic 2000 providing a comprehensive introduction to the culture technologies history and theories of new media this book considers the ways in which they really are new assesses whether a media and technological revolution is under way and formulates ways for media studies to respond to new technologies

Doctor Who: The Unfolding Event — Marketing, Merchandising and Mediatizing a Brand Anniversary 2015-07-22 video games challenge our notions of identity creativity and moral value and provide a powerful new avenue for teaching and learning this book is a rich and provocative guide to the role of interactive media in cultural learning it searches for specific ways to interpret video games in the context of human experience and in the field of humanities research the author shows how video games have become a powerful form of political ethical and religious discourse and how they have already influenced the way we teach learn and create he discusses the major trends in game design the public controversies surrounding video games and the predominant critical positions in game criticism the book speaks to all educators scholars and thinking persons who seek a fuller understanding of this significant and video games cultural phenomenon

New Media 2003 in digital image systems claus gunti examines the antagonizing reactions to digital technologies in photography while thomas ruff andreas gursky and jörg sasse have gradually adopted digital imaging tools in the early 1990s other photographers from the düsseldorf school have remained faithful to film based technologies by evaluating the aesthetic and discursive preconditions of this situation and by extensively analyzing the digital work of these three photographers this book shows that the digital turn in photography was anticipated by the

conceptualization of images within systems and thus offers new perspectives for understanding the digital revolution

Videogames and Education 2014-12-18 the bloomsbury handbook to the digital humanities reconsiders key debates methods possibilities and failings from across the digital humanities offering a timely interrogation of the present and future of the arts and humanities in the digital age comprising 43 essays from some of the field s leading scholars and practitioners this comprehensive collection examines among its many subjects the emergence and ongoing development of dh postcolonial digital humanities feminist digital humanities race and dh multilingual digital humanities media studies as dh the failings of dh critical digital humanities the future of text encoding cultural analytics natural language processing open access and digital publishing digital cultural heritage archiving and editing sustainability dh pedagogy labour artificial intelligence the cultural economy and the role of the digital humanities in climate change the bloomsbury handbook to the digital humanities surveys key contemporary debates within dh focusing on pressing issues of perspective methodology access capacity and sustainability reconsiders and reimagines the past present and future of the digital humanities features an intuitive structure which divides topics across five sections perspectives polemics methods tools techniques public digital humanities institutional contexts and dh futures comprehensive in scope and accessibility written this book is essential reading for students scholars and practitioners working across the digital humanities and wider arts and humanities featuring contributions from pre eminent scholars and radical thinkers both established and emerging the bloomsbury handbook to the digital humanities should long serve as a roadmap through the myriad formulations methodologies opportunities and limitations of dh comprehensive in its scope pithy in style yet forensic in its scholarship this book is essential reading for students scholars and practitioners working across the digital humanities whatever dh might be and whatever dh might become

Digital Image Systems 2020-01-31 the internet is the most terrifying and most beautifully innovative invention of the twentieth century using film theory and close textual analysis tucker offers an explanation of the internet and a brief history of its portrayal on film in order examine how it has shaped contemporary versions of self identity memory and the human body

The Bloomsbury Handbook to the Digital Humanities 2022-11-03 digital design theory bridges the gap between the discourse of print design and interactive experience by examining the impact of computation on the field of design as graphic design moves from the creation of closed static objects to the development of open interactive frameworks designers seek to understand their own rapidly shifting profession helen armstrong s carefully curated introduction to groundbreaking primary texts from the 1960s to the present provides the background necessary for an understanding of digital design vocabulary and thought accessible essays from designers and programmers are by influential figures such as ladislav sutnar bruno munari wim crouwel sol lewitt muriel cooper zuzana licko rudy vanderlans john maeda paola antonelli luna maurer and keetra dean dixon their topics range from graphic design s fascination with programmatic design to early strivings for an authentic digital aesthetic to the move from object based design and to experience based design accompanying commentary assesses the relevance of each excerpt to the working and intellectual life of designers

Interfacing with the Internet in Popular Cinema 2014-07-02 first published in 2003 routledge is an imprint of taylor francis an informa company

Digital Design Theory 2016-06-28 this remarkably clearly written and timely critical evaluation of core issues in the study and application of interactive digital narrative idn untangles the range of theories and arguments that have developed around idn over the past three decades looking back over the past 30 years of theorizing around interactivity storytelling and the digital across the fields of game design game studies media studies and narratology as well as interactive documentary and other emerging forms this text offers important and insightful correctives to common misunderstandings that pervade the field this book also changes the perspective on idn by introducing a comprehensive conceptual framework influenced by cybernetics and cognitive narratology addressing limitations of perspectives originally developed for legacy media forms applying its framework the book analyzes successful works and lays out concrete design advice providing instructors students and practitioners with a more precise and specific understanding of idn this will be essential reading for courses in interactive narrative interactive storytelling and game writing as well as digital media more generally

New Media 2003-02-28 taking media scholar henry jenkins s concept of convergence culture and the related notions of participatory culture and transmedia storytelling as points of departure the essays compiled in the present volume provide terminological clarification offer exemplary case studies and discuss the broader implications of such developments for the humanities most of the contributions were originally presented at the transatlantic conference convergence culture reconsidered organized by the editors at the georg august universität göttingen germany in october 2013 applying perspectives as diverse as literary cultural and media studies digital humanities translation studies art history musicology and ecology they assemble a stimulating wealth of interdisciplinary and innovative approaches that will appeal to students as well as experts in any of these research areas

Understanding Interactive Digital Narrative 2023-04-17 in dialectical rhetoric bruce mccomiskey argues that the historical conflict between rhetoric and dialectic can be overcome in ways useful

to both composition theory and the composition classroom historically dialectic has taken two forms in relation to rhetoric first it has been the logical development of linear propositions leading to necessary conclusions a one dimensional form that was the counterpart of rhetorics in which philosophical metaphysical and scientific truths were conveyed with as little cognitive interference from language as possible second dialectic has been the topical development of opposed arguments on controversial issues and the judgment of their relative strengths and weaknesses usually in political and legal contexts a two dimensional form that was the counterpart of rhetorics in which verbal battles over competing probabilities in public institutions revealed distinct winners and losers the discipline of writing studies is on the brink of developing a new relationship between dialectic and rhetoric one in which dialectics and rhetorics mediate and negotiate different arguments and orientations that are engaged in any rhetorical situation this new relationship consists of a three dimensional hybrid art called dialectical rhetoric whose method is based on five topoi deconstruction dialogue identification critique and juxtaposition three dimensional dialectical rhetorics function effectively in a wide variety of discursive contexts including digital environments since they can invoke contrasts in stagnant contexts and promote associations in chaotic contexts dialectical rhetoric focuses more attention on three dimensional rhetorics from the rhetoric and composition community

Convergence Culture Reconsidered 2015 alternative and activist new media provides a rich and accessible overview of the ways in which activists artists and citizen groups around the world use new media and information technologies to gain visibility and voice present alternative or marginal views share their own diy information systems and content and otherwise resist talk back to or confront dominant media culture today a lively and contentious cycle of capture cooptation and subversion of information content and system design marks the relationship between the mainstream center and the interactive participatory edges of media culture five principal forms of alternative and activist new media projects are introduced including the characteristics that make them different from more conventional media forms and content the book traces the historical roots of these projects in alternative media social movements and activist art including analyses of key case studies and links to relevant electronic resources alternative and activist new media will be a useful addition to any course on new media and society and essential for readers interested in new media activism

Dialectical Rhetoric 2015-06-26 the graphic communication handbook is a comprehensive and detailed introduction to the theories and practices of the graphics industry it traces the history and development of graphic design explores issues that affect the industry examines its analysis through communications theory explains how to do each section of the job and advises on entry into the profession the graphic communication handbook covers all areas within the industry including pitching understanding the client researching a job thumbnail drawings developing concepts presenting to clients working in 2d 3d motion graphics and interaction graphics situating and testing the job getting paid and getting the next job the industry background relevant theory and the law related to graphic communications are situated alongside the teaching of the practical elements features include introductions that frame relevant debates case studies examples and illustrations from a range of campaigns philosophical and technical explanations of topics and their importance

Alternative and Activist New Media 2013-05-06 this book includes contributions from a diverse international range of scholars and practitioners and this volume examines the ways laboratories of all kinds contribute to digital research and pedagogy acknowledging that they are emerging amid varied cultural and scientific traditions the volume considers how they lead to the specification of digital humanities and how a locally situated knowledge production is embedded in the global infrastructure system consolidates the discussion on the role of the laboratory in dh and brings digital humanists into the interdisciplinary debate concerning the notion of a laboratory as a critical site in the generation of experimental knowledge positioning the discussion in relation to ongoing debates in dh the volume argues that laboratory studies are in an excellent position to capitalize on the theories and knowledge developed in the dh field and open up new research inquiries clearly demonstrates that the laboratory is a key site for theoretical and political analyses of digital humanities and will thus be of interest to scholars students and practitioners engaged in the study of dh culture media heritage and infrastructure

The Graphic Communication Handbook 2013-03-01 an engaging account of the uniquely creative spirit and bustling cultural ecology of contemporary los angeles how did los angeles start the 20th century as a dusty frontier town and end up a century later as one of the globe s supercities with unparalleled cultural economic and technological reach in city at the edge of forever peter lunenfeld constructs an urban portrait layer by layer from serendipitous affinities historical anomalies and uncanny correspondences in its pages modernist architecture and lifestyle capitalism come together via a surfer girl named gidget joan didion s yellow corvette is the brainchild of a car crazy japanese american kid interned at manzanar and the music of the manson family segues into the birth of sci fi fandom one of the book s innovations is to brand los angeles as the alchemical city earth became real estate when the yankees took control in the nineteenth century fire fueled the city s early explosive growth as the southland s oil fields supplied the inexhaustible demands of drivers and their cars air defined the area from wwii to the end of the cold war with

aeronautics and aerospace dominating the region s industries water is now the key element and southern california s ports are the largest in the western hemisphere what alchemists identify as the ethereal fifth element or quintessence this book positions as the glamour of hollywood a spell that sustains the city but also needs to be broken in order to understand los angeles now lunenfeld weaves together the city s art architecture and design juxtaposes its entertainment and literary histories and moves from restaurant kitchens to recording studios to ultra secret research and development labs in the process he reimagines los angeles as simultaneously an exemplar and cautionary tale for the 21st century

Digital Humanities and Laboratories 2023-11-09 this book undertakes a critical survey of art history across europe examining the recent conceptual and methodological concerns informing the discipline as well as the political social and ideological factors that have shaped its development in specific national contexts

City at the Edge of Forever 2020-08-11 background noise follows the development of sound as an artistic medium and illustrates how sound is put to use within modes of composition installation and performance while chronological in its structure brandon labelle s book is informed by spatial thinking weaving architecture environments and the specifics of location into the work of sound with the aim of formulating an expansive history and understanding of sound art at its center the book presupposes an intrinsic relation between sound and its location galvanizing acoustics sound phenomena and the environmental with the tensions inherent in what labelle identifies as sound s relational dynamic for the author this is embedded within sound s tendency to become public expressed in its ability to travel distances foster cultural expression and define spaces while being radically flexible this second expanded edition includes a new chapter on the non human and subnatural tendencies in sound art revisions to the text as well as a new preface by the author intersecting material analysis with theoretical frameworks spanning art and architectural theory performance studies and media theory background noise makes the case that sound and sound art are central to understandings of contemporary culture

Art History and Visual Studies in Europe 2012-06-22 as we become familiar with the 21st century we can see that what we are designing is changing new technologies support the creation of new forms of product and service and new pressures on business and society demand the design of solutions to increasingly complex problems sometimes local often global in nature customers users and stakeholders are no longer passive recipients of design expectations are higher and increased participation is often essential this book explores these issues through the work of 21 research teams over a twelve month period each of these groups held a series of workshops and events to examine different facets of future design activity as part of the uk s research council supported designing for the 21st century research initiative each of these 21 contributions describes the context of enquiry the journey taken by the research team and key insights generated through discourse editor and initiative director tom inns provides an introductory chapter that suggests ways that the reader might navigate these different viewpoints

<u>Background Noise, Second Edition</u> 2015-01-29 in this comprehensive and highly interdisciplinary companion contributors reflect on remix across the broad spectrum of media and culture with each chapter offering in depth reflections on the relationship between remix studies and the digital humanities the anthology is organized into sections that explore remix studies and digital humanities in relation to topics such as archives artificial intelligence cinema epistemology gaming generative art hacking pedagogy sound and vr among other subjects of study selected chapters focus on practice based projects produced by artists designers remix studies scholars and digital humanists with this mix of practical and theoretical chapters editors navas gallagher and burrough offer a tapestry of critical reflection on the contemporary cultural and political implications of remix studies and the digital humanities functioning as an ideal reference manual to these evolving areas of study across the arts humanities and social sciences this book will be of particular interest to students and scholars of digital humanities remix studies media arts information studies interactive arts and technology and digital media studies

Designing for the 21st Century 2021-09-02 a wide ranging interconnected anthology presents a diversity of feminist contributions to digital humanities in recent years the digital humanities has been shaken by important debates about inclusivity and scope but what change will these conversations ultimately bring about can the digital humanities complicate the basic assumptions of tech culture or will this body of scholarship and practices simply reinforce preexisting biases bodies of information addresses this crucial question by assembling a varied group of leading voices showcasing feminist contributions to a panoply of topics including ubiquitous computing game studies new materialisms and cultural phenomena like hashtag activism hacktivism and campaigns against online misogyny taking intersectional feminism as the starting point for doing digital humanities bodies of information is diverse in discipline identity location and method helpfully organized around keywords of materiality values embodiment affect labor and situatedness this comprehensive volume is ideal for classrooms and with its multiplicity of viewpoints and arguments it s also an important addition to the evolving conversations around one of the fastest growing fields in the academy contributors babalola titilola aiyegbusi u of lethbridge moya bailey northeastern u bridget blodgett u of baltimore barbara bordalejo ku leuven jason boyd ryerson u christina boyles trinity college susan brown u of guelph lisa brundage cuny micha cárdenas u of washington bothell marcia chatelain georgetown u danielle cole beth coleman u of waterloo t l cowan u of toronto constance crompton u of ottawa amy e earhart texas a m nickoal eichmann

kalwara u of colorado boulder julia flanders northeastern u library sandra gabriele concordia u brian getnick karen gregory u of edinburgh alison hedley ryerson u kathryn holland macewan u james howe rutgers u jeana jorgensen indiana u alexandra juhasz brooklyn college cuny dorothy kim vassar college kimberly knight u of texas dallas lorraine janzen kooistra ryerson u sharon m leon michigan state izetta autumn mobley u of maryland padmini ray murray srishti institute of art design and technology veronica paredes u of illinois roopika risam salem state bonnie ruberg u of california irvine laila shereen sakr vj um amel u of california santa barbara anastasia salter u of central florida michelle schwartz ryerson u emily sherwood u of rochester deb verhoeven u of technology sydney scott b weingart carnegie mellon u

The Routledge Handbook of Remix Studies and Digital Humanities 2021-02-14 as we hurtle into the twenty first century will we be passive downloaders of content or active uploaders of meaning the computer writes peter lunenfeld is the twenty first century s culture machine it is a dream device serving as the mode of production the means of distribution and the site of reception we haven t quite achieved the flying cars and robot butlers of futurist fantasies but we do have a machine that can function as a typewriter and a printing press a paintbrush and a gallery a piano and a radio the mail as well as the mail carier but warns lunenfeld we should temper our celebration with caution we are engaged in a secret war between downloading and uploading between passive consumption and active creation and the outcome will shape our collective futures in the secret war between downloading and uploading lunenfeld makes his case for using digital technologies to shift us from a consumption to a production model he describes television as the the high fructose corn syrup of the imagination and worries that it can cause cultural diabetes prescribes mindful downloading meaningful uploading and info triage as cures and offers tips for crafting bespoke futures in what he terms the era of n 0 interconnectivity to the nth power he also offers a stand alone genealogy of digital visionaries distilling a history of the culture machine that runs from the patriarchs vannevar bush s wwii generation to the hustlers bill gates and steve jobs to the searchers larry page and sergey brin of google fame after half a century of television conditioned consumption downloading lunenfeld tells us we now find ourselves with a vast new infrastructure for uploading we simply need to find the will to make the best of it

Bodies of Information 2019-01-08 contemporary documentary offers a rich survey of the rapidly expanding landscape of documentary film television video and new media the collection of original essays addresses the emerging forms popular genres and innovative approaches of the digital era the anthology highlights geographically and thematically diverse examples of documentaries that have expanded the scope and impact of non fiction cinema and captured the attention of global audiences over the past three decades it also explores the experience of documentary today with its changing dynamics of production collaboration distribution and exhibition and its renewed political and cultural relevance the twelve chapters featuring engaging case studies and written from a wide range of perspectives including film theory social theory ethics new media and experience design invite students to think critically about documentary as a vibrant field unrestricted in its imagination and quick in its response to new forms of filmmaking offering a methodical exploration of the expansive reach of documentary as a creative force in the media and society of the twenty first century contemporary documentary is an ideal collection for students of film media and communication who are studying documentary film

The Secret War Between Downloading and Uploading 2011 made in brasil três décadas do vídeo brasileiro reúne reflexões e depoimentos de artistas realizadores e autores o livro se destaca pela produção de conhecimento sobre o vídeo e suas relações com o cinema a televisão a literatura e as artes visuais referentes aos principais momentos do vídeo no brasil

Contemporary Documentary 2015-10-05 providing a distillation of knowledge in the various disciplines of arts education dance drama music literature and poetry and visual arts this essential handbook synthesizes existing research literature reflects on the past and contributes to shaping the future of the respective and integrated disciplines of arts education while research can at times seem distant from practice the handbook aims to maintain connection with the live practice of art and of education capturing the vibrancy and best thinking in the field of theory and practice the handbook is organized into 13 sections each focusing on a major area or issue in arts education research

Made in Brasil 2007 push software design and the cultural politics of music production shows how changes in the design of music software in the first decades of the twenty first century shaped the production techniques and performance practices of artists working across media from hip hop and electronic dance music to video games and mobile apps emerging alongside developments in digital music distribution such as peer to peer file sharing and the mp3 format digital audio workstations like fl studio and ableton live introduced design affordances that encouraged rapid music creation workflows through flashy user friendly interfaces meanwhile software such as avid s pro tools attempted to protect its status as the industry standard professional daw of choice by incorporating design elements from pre digital music technologies other software like cycling 74 s max asserted its alterity to commercial daws by presenting users with nothing but a blank screen these are more than just aesthetic design choices push examines the social cultural and political values designed into music software and how those values become embodied by musical communities through production and performance it reveals ties between the maximalist design of fl studio skeuomorphic design in pro tools and gender inequity in the music products industry

it connects the computational thinking required by max as well as izotope s innovations in artificial intelligence with the cultural politics of silicon valley s design thinking finally it thinks through what happens when software becomes hardware and users externalize their screens through the use of midi controllers mobile media and video game controllers amidst the perpetual upgrade culture of music technology push provides a model for understanding software as a microcosm for the increasing convergence of globalization neoliberal capitalism and techno utopianism that has come to define our digital lives

International Handbook of Research in Arts Education 2007-01-26 the digital humanities in academic institutions and libraries in particular have exploded in recent years librarians are constantly developing their management and technological skills and increasing their knowledge base as they continue to embed themselves in the scholarly conversations on campus the challenges facing subject liaison librarians technical service librarians and library administrators are many this comprehensive volume highlights the wide variety of theoretical issues discussed initiatives pursued and projects implemented by academic librarians many of the chapters deal with digital humanities pedagogy planning and conducting training workshops institutes semester long courses embedded librarian instruction and instructional assessment with some chapters focusing specifically on applications of the acrl framework for information literacy for higher education the authors also explore a wide variety of other topics including the emotional labor of librarians the challenges of transforming static traditional collections into dynamic user centered digital projects conceptualizing and creating models of collaboration digital publishing and developing and planning projects including improving one s own project management skills this collection effectively illustrates how librarians are enabling themselves through active research partnerships in an ever changing scholarly environment this book was originally published as a special triple issue of the journal college undergraduate libraries

Push 2022 art practice as research second edition continues to present a compelling argument that the creative and cultural inquiry undertaken by artists is a form of research the text explores themes practices and contexts of artistic inquiry and positions them within the discourse of research sullivan argues that legitimate research goals can be achieved by choosing different methods than those offered by the social sciences the common denominator in both approaches is the attention given to rigor and systematic inquiry artists emphasize the role of the imaginative intellect in creating criticizing and constructing knowledge that is not only new but also has the capacity to transform human understanding

The Digital Humanities 2020-06-29 the rise of a prominent auditory culture reveals the degree to which sound art is lending definition to the 21st century and yet sound art still lacks related literature to compliment and expand the realm of practice background noise sets out an historical overview while at the same time shaping that history according to what sound art reveals the dynamics of art to operate spatially through media of reproduction and broadcast and in relation to the intensities of communication and its contextual framework

Art Practice as Research 2010 media and society a critical perspective offers an accessible introduction to the role that the mass media play in our lives our society and american culture berger explores the relationship between consumers and media with an emphasis on the shaping influence that both have on each other this lively text illustrated with original sketches by the author equips students with the tools necessary to analyze the media that permeates their lives the third edition features a discussion of the impact of facebook twitter and other social media on youth culture an expanded discussion of media ethics including the murdoch phone tapping scandal an analysis of how media has affected our political landscape and updated examples and material on media theories and ideology

Background Noise 2006-01-01

Media and Society 2012-08-09