

Media Technology and Society (MEVI224)

Reading list, autumn 2015

Books

Dijck, Jose. v. (2013). *The Culture of connectivity: a critical history of social media*. Oxford: Oxford University Press. (240 pages)

Eco, Umberto. (1986). *Travels in Hyperreality*. Translated by William Weaver. London: A Harvest Book/Harcourt. Pages 1-58 (58 pages)

Friedman, Ted. (2005). *Electric dreams: computers in American culture*. New York : New York University Press. (220 pages)

Meyrowitz, Joshua. (1986). *No sense of place: the impact of electronic media on social behavior*. New York: Oxford University Press. Pages 1–183 and 307-340 (217 pages).

Rasmussen, T. (2014). *Personal Media and Everyday Life*. Basingstoke: Palgrave Macmillan. Ebook available from: <http://dx.doi.org/10.1057/9781137446466> (150 pages)

Articles

Brey, Philip. (2008). «Virtual Reality and Computer Simulation», Ed. Himma, K. and Tavani, H., *Handbook of Information and Computer Ethics*. Hoboken, New Jersey: John Wiley & Sons. Available at: http://www.utwente.nl/bms/wijsb/organization/brey/Publicaties_Brey/Brey_2008_VR-CS.pdf (23 pages)

Brey, Philip. (2008b). «Extending Minds and Simulating Worlds: Functional and Phenomenal Roles of the Computer». Eds. Briggie, A., Brey, P. and Waelbers, K. *Current Issues in Computing and Philosophy*. Amsterdam: IOS Press. Available at: http://www.utwente.nl/bms/wijsb/organization/brey/Publicaties_Brey/Brey_2008_Extending_Minds.pdf (12 pages)

Giddings, Seth. (2007). "Dionysiac Machines: Videogames and the Triumph of the Simulacra." *Convergence: The International Journal of Research into New Media Technologies* 13 (4):417-431. Available at: <http://con.sagepub.com/content/13/4/417.short> (14 pages)

Williams, Raymond (1975) "The Technology and the Society", in *Television. Technology and Cultural Form*. London: Routledge (23 pages)