

Texts & Technology
Digital Media Area
Recommended Reading List
Updated 7 October 2018

- Baym, Nancy K., and danah boyd. 2012. "Socially Mediated Publicness: An Introduction." *Journal of Broadcasting & Electronic Media* 56 (3): 320–29.
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- boyd, danah, and Nicole B. Ellison. 2008. "Social Network Sites: Definition, History, and Scholarship." *Journal of Computer-Mediated Communication* 13 (1): 210–30.
- Burgess, Jean. 2006. "Hearing Ordinary Voices: Cultural Studies, Vernacular Creativity and Digital Storytelling." *Continuum* 20, no. 2: 201-214.
- Benkler, Yochai. 2007. *The Wealth of Networks: How Social Production Transforms Markets and Freedom*. New Haven, CT: Yale University Press.
- Chess, Shira. 2017. *Ready Player Two: Women Gamers and Designed Identity*. University of Minnesota Press.
- Chun, Wendy Hui Kyong. 2016. *New media, old media: a history and theory reader*. New York: Routledge.
- Chun, Wendy Hui Kyong. 2016. *Updating to Remain the Same: Habitual New Media*. Cambridge, MA: MIT Press.
- Coleman, Gabriella. 2015. *Hacker, Hoaxer, Whistleblower, Spy: The Many Faces of Anonymous*. Reprint edition. Verso.
- Daniels, Jessie. 2013. "Race and Racism in Internet Studies: A Review and Critique." *New Media & Society* 15 (5): 695–719. <https://doi.org/10.1177/1461444812462849>.
- Dourish, Paul. *Where The Action Is*.
- Eubanks, Virginia. 2012. *Digital Dead End: Fighting for Social Justice in the Information Age*. Reprint edition. Cambridge, Mass.: The MIT Press.

- Finn, Ed. 2017. *What Algorithms Want: Imagination in the Age of Computing*. Cambridge, MA: MIT Press.
- Flanagan, Mary. 2009. *Critical play: radical game design*. Cambridge, MA: MIT press.
- Fuller, Matthew. 2008. *Software Studies: A Lexicon*. Cambridge, MA: MIT Press.
- Fulton, Helen et al., *Narrative and Media*.
- Galloway, Alexander R. 2006. *Protocol: How Control Exists after Decentralization*. The MIT Press.
- Gillespie Tarleton 2018 *Custodians of the Internet: Platforms, Content Moderation, and the Hidden Decisions That Shape Social Media*. Yale UP.
- Gubrium, Aline and Krista Harper. 2013. *Participatory Visual and Digital Research*. Left Coast Press.
- Hayles, N. Katherine. 2012. *How we think: Digital media and contemporary technogenesis*. University of Chicago Press.
- Harrington, Pat, and Noah Wardrip-Fruin. 2009 *Third Person: Authoring and Exploring Vast Narratives*. M.I.T. Press.
- Irvine, Leslie. "Organizational Ethics and Fieldwork Realities" (in Grills, *Doing Ethnographic Research*).
- Jenkins, Henry, Sam Ford, and Joshua Green. 2013. *Spreadable Media: Creating Value and Meaning in Networked Cultures*. NYU Press.
- King, Geoff and Krzywinska, Tanya. *Screen/Play*
- Landow, George. *Hypertext 3.0*
- Lessig, Lawrence. 2006. *Code: Version 2.0*. New York: Basic Books.
- Manovich, Lev. 2013. *Software Takes Command*. New York: Bloomsbury Academic.
- Murray, Janet. *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*.
- Noble, Safiya Umoja. 2018. *Algorithms of Oppression: How Search Engines Reinforce Racism*. New

York: NYU Press.

Norman, Donald A. 2002. *The Design of Everyday Things*. 2nd ed. New York, NY: Basic Books

Page, Ruth, and Bronwen Thomas (eds.). 2011 *New Narratives: Stories and Storytelling in the Digital Age*. University of Nebraska Press.

Phillips, Whitney. 2015. *This Is Why We Can't Have Nice Things: Mapping the Relationship between Online Trolling and Mainstream Culture*. Cambridge, Massachusetts: The MIT Press.

Rosenfeld, Morville, and Arango. *Information Architecture for the Web and Beyond* (4th Ed.).

Ryan, Marie-Laure, *Narrative Across Media: The Languages of Storytelling*.

Ryan, Marie-Laure, "From Narrative Games to Playable Stories." *Nouvelle revue d'esthetique* 2013.

Scholz, Trebor, ed. 2012. *Digital Labor: The Internet as Playground and Factory*. Routledge.

Tufekci, Zeynep. 2017. *Twitter and Tear Gas: The Power and Fragility of Networked Protest*. London: Yale University Press.

Turner, Fred. 2008. *From Counterculture to Cyberculture: Stewart Brand, the Whole Earth Network, and the Rise of Digital Utopianism*. University Of Chicago Press.

Vaidhyanathan, Siva. 2011. *The Googlization of Everything*. Berkeley: University of California Press.

Wardrip-Fruin, Noah. 2009. *Expressive Processing: Digital fictions, computer games, and software studies*. Cambridge, MA: MIT Press.

Wardrip-Fruin, Noah and Nick Montfort, *The New Media Reader*.