



Core Ph.D. Candidacy Exam Reading List 2021-2023

1. Adorno, Theodor and Max Horkheimer. *Dialectic of Enlightenment*. Trans. John Cumming. New York: Herder & Herder, 1972.
2. Ahmed, Sara. 2012. *On Being Included: Racism and Diversity in Institutional Life*. Durham ; London: Duke University Press Books.
3. Banks, Adam J. 2011. *Digital Griots: African American Rhetoric in a Multimedia Age*. Southern Illinois University Press.
4. Barthes, Roland. *Image, Music, Text*. New York: Hill and Wang, 1977.
5. Baudrillard, Jean. *Simulacra and Simulation*. Ann Arbor: University of Michigan Press, 1994.
6. Benjamin, Ruha. 2019. *Race After Technology: Abolitionist Tools for the New Jim Code*. 1 edition. Medford, MA: Polity.
7. Benjamin, Walter. [1936] 2006. "The Work of Art in the Age of Mechanical Reproduction." In *Media and Cultural Studies: KeyWorks*, edited by Meenakshi Gigi Durham and Douglas Kellner, Revised, 18-40. Malden, MA: Blackwell
8. Bogost, Ian. *Persuasive Games: The Expressive Power of Video Games*. Cambridge, MA: MIT Press, 2007.
9. Bolter, J. David. *Writing Space: Computers, Hypertext, and the Remediation of Print*. 2nd ed. Mahwah, NJ: Lawrence Erlbaum, 2001.
10. Boone, Elizabeth Hill, and Walter D. Mignolo, eds. 1994. *Writing Without Words: Alternative Literacies in Mesoamerica and the Andes*. Second ed. Durham: Duke University Press Books.
11. boyd, danah. *It's Complicated: The Social Lives of Networked Teens*. Yale University Press, 2015.
12. Brock, Jr., André. 2020. *Distributed Blackness: African American Cybercultures*. New York: NYU Press.

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14. Brown, Vincent. 2016. "Narrative Interface for New Media History: Slave Revolt in Jamaica, 1760–1761." *The American Historical Review* 121 (1): 176–86.
<https://doi.org/10.1093/ahr/121.1.176>.
15. Castells, Manuel. *The Rise of the Network Society*. 2nd ed. Wiley-Blackwell, 2010.
16. Chang, Alenda Y. 2019. *Playing Nature: Ecology in Video Games*. 1st edition. Minneapolis: Univ Of Minnesota Press.
17. Chun, Wendy Hui Kyong. *Control and Freedom: Power and Paranoia in the Age of Fiber Optics*. Cambridge: MIT Press, 2008.
18. Cohen, Daniel J. and Roy Rosenzweig. *Digital History: A Guide to Gathering, Preserving, and Presenting the Past on the Web*. Philadelphia: University of Pennsylvania Press, 2006.
19. D'Ignazio, Catherine, and Lauren F. Klein. 2020. *Data Feminism*. Cambridge, Massachusetts: The MIT Press.
20. De Kosnik, Abigail. *Rogue Archives: Digital Cultural Memory and Media Fandom*. The MIT Press, 2016.
21. Delagrange, Susan. *The Technologies of Wonder*. Logan: Utah State University Press, 2011.
22. Eubanks, Virginia. *Digital Dead End: Fighting for Social Justice in the Information Age*. Cambridge: MIT Press, 2011.
23. Everett, Anna. 2009. *Digital Diaspora: A Race for Cyberspace*. SUNY Press.
24. Foucault, Michel. *The Order of Things*. New York: Vintage Books, 1994.
25. Gold, Matthew K., Lauren Klein (eds.) *Debates in the Digital Humanities*. Minneapolis: University of Minnesota Press, 2016.
26. Gonzales, Laura. 2018. *Sites of Translation: What Multilinguals Can Teach Us about Digital Writing and Rhetoric*. Illustrated edition. Ann Arbor: U OF M DIGT CULT BOOKS.
27. Grabill, Jeff. *Writing Community Change: Designing Technologies for Citizen Action*. New York: Hampton Press, 2007.

28. Gray, Kishonna L. 2020. *Intersectional Tech: Black Users in Digital Gaming*. Illustrated edition. Baton Rouge: LSU Press.
29. Hall, Stuart. 2006. "Encoding/Decoding." In *Media and Cultural Studies: KeyWorks*, edited by Meenakshi Gigi Durham and Douglas Kellner, Revised, 163-73. Malden, MA: Blackwell.
30. Haraway, Donna Jeanne. *Simians, Cyborgs, and Women: The Reinvention of Nature*. New York: Routledge, 2015.
31. Hayles, N. Katherine. *How We Became Posthuman*. Chicago: The University of Chicago Press, 1999.
32. Headrick, Daniel R. *When Information Came of Age: Technologies of Knowledge in the Age of Reason and Revolution, 1700-1850*. Oxford: Oxford University Press, 2002.
33. Jackson, Sarah J., Moya Bailey, Brooke Foucault Welles, and Genie Lauren. 2020. *#HashtagActivism: Networks of Race and Gender Justice*. Illustrated edition. Cambridge: The MIT Press.
34. Johnson, Robert R. *User-centered technology: A rhetorical theory for computers and other mundane artifacts*. SUNY press, 1998.
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37. Latour, Bruno. *Reassembling the Social: An Introduction to Actor Network Theory*. New York: Oxford University Press, 2007.
38. Lessig, Lawrence. *Remix: Making Art and Commerce Thrive in the Hybrid Economy*. Penguin Books, 2009.
39. Lonetree, Amy. 2012. *Decolonizing Museums: Representing Native America in National and Tribal Museums*. Illustrated edition. Chapel Hill: University of North Carolina Press.
40. Manovich, Lev. *Software Takes Command (International Texts in Critical Media Aesthetics)*. New York: Bloomsbury Academic, 2013.

41. Martinez, Aja Y. 2020. *Counterstory: The Rhetoric and Writing of Critical Race Theory*. Champaign, Illinois: National Council of Teachers of English.
42. Misa, Thomas J. *Leonardo to the Internet: Technology and Culture from the Renaissance to the Present*. Baltimore: Johns Hopkins University Press, 2011.
43. Nakamura, Lisa. *Digitizing Race: Visual Cultures of the Internet*. Minneapolis: University of Minnesota Press, 2008.
44. Noble, Safiya Umoja. 2018. *Algorithms of Oppression: How Search Engines Reinforce Racism*. New York: NYU Press.
45. Ong, Walter J. *Orality and Literacy: The Technologizing of the Word*. London: Routledge, 2002.
46. Risam, Roopika. 2018. *New Digital Worlds: Postcolonial Digital Humanities in Theory, Praxis, and Pedagogy*. Evanston, Illinois: Northwestern University Press.
47. Roberts, Andrea R. 2018. "Performance as Place Preservation: The Role of Storytelling in the Formation of Shankleville Community's Black Counterpublics." *Journal of Community Archaeology & Heritage* 5 (3): 146–65.
<https://doi.org/10.1080/20518196.2018.1480002>.
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49. Said, Edward W. 1979. *Orientalism*. 1st Vintage Books ed edition. New York: Vintage.
50. Ulmer, Gregory L. 1994. *Heuretics: The Logic of Invention*. 1 edition. Baltimore: Johns Hopkins University Press.
51. Vee, Annette. 2017. *Coding Literacy: How Computer Programming Is Changing Writing*. Cambridge, MA: The MIT Press.
52. Walton, Rebecca, Kristen Moore, and Natasha Jones. 2019. *Technical Communication After the Social Justice Turn: Building Coalitions for Action*. 1st edition. New York, NY:
53. Wardrip-Fruin, Noah and Nick Montfort (eds.) *The New Media Reader*. Cambridge: The MIT Press, 2003.
54. Warner, Michael. *Publics and Counterpublics*. Brooklyn: Zone Books, 2010.
55. Selected DH Projects

- a. Micha Cardenas, Shifting Futures: Digital Trans of Color Praxis.
<https://scalar.usc.edu/works/shifting-futures-micha-cardenas/index>
- b. P. Gabrielle Foreman, "The Colored Conventions Project and the Changing Same," Common-place.org. 16, no. 1 (Fall 2015)
<http://commonplace.online/article/the-colored-conventions-project-and-the-changing-same/>
- c. Rees, A., et al. 2017. "Walking Through Black History Digital Humanities Project." Columbus, GA.: Columbus Community Geography Center.
<https://csuepress.columbusstate.edu/ccgc/2>
- d. Knotted Line: <https://scalar.usc.edu/anvc/the-knotted-line/index>
- e. Islands in the North - <http://islandsinthenorth.com/index.html>