



## Pensumliste

<b>Emnekode</b>	<b>MID211</b>
<b>Emnenamn:</b>	Nye Medium
<b>Studieprogram:</b>	Medieproduksjon/Mediedesign
<b>Semester:</b>	Høst
<b>Årstal:</b>	2018
<b>Samla sidetal:</b>	
<b>Sist oppdatert:</b>	01.06.2018

### Bøker:

Bolter, J. D. og Grusin, R (2000): Remediation. Understanding New Media. MIT Press. Introduksjon og kapittel 1 (90 sider).

Hinton, Sam & Hjorth, Larissa. (2013). Understanding Social Media. (ca 140 sider).

\*Manovich, Lev. (2001). The language of new media. Cambridge, Mass: MIT Press. Kap 1, s, 18-55, (37 sider).

\*Rettberg, Jill Walker (2014). Seeing Ourselves Through Technology: How We Use Selfies, Blogs and Wearable Devices to See and Shape Ourselves. Basingstoke: Palgrave Macmillan. doi: 10.1057/9781137476661.0008. Tilgjengelig online: <http://jilltxt.net/books/Seeing-Ourselves-Through-Technology-full-book.pdf>, kapittel 1,2 og 6 (42 sider)

### Elektroniske ressursar

#### (\*tilgjengeleg online frå biblioteket eller via fjerntilgong):

\*Albury Kath, Burgess Jean, Light Ben, Race Kane, and Wilken Rowan. (2017). Data cultures of mobile dating and hook-up apps: Emerging issues for critical social science research . *Big Data & Society* <https://doi.org/10.1177/2053951717720950>

\*Berg Martin. (2017). Making sense with sensors: Self-tracking and the temporalities of wellbeing. *DIGITAL HEALTH* <https://doi.org/10.1177/2055207617699767>

Bush,Vannevar. As We May Think. The Atlantic Monthly, July 1945. <http://www.theatlantic.com/magazine/archive/1945/07/as-we-may-think/303881/> (med tilhørende bilder: [http://worrydream.com/refs/Bush%20-%20As%20We%20May%20Think%20\(Life%20Magazine%209-10-1945\).pdf](http://worrydream.com/refs/Bush%20-%20As%20We%20May%20Think%20(Life%20Magazine%209-10-1945).pdf) (13 sider)

\*Campbell, S. W. (2013). Mobile media and communication: A new field, or just a new journal?. *Mobile Media & Communication*, 1(1), 8-13.

<http://journals.sagepub.com/doi/pdf/10.1177/2050157912459495>

\*Erdal, I. J. (2011). Coming to Terms with Convergence Journalism: Cross-Media as a Theoretical and Analytical Concept. *Convergence* vol 17 no 2. <http://con.sagepub.com/content/17/2/213.full.pdf+html> (11 sider)

\*Fagerjord, A. (2011). Between place and interface: designing situated sound for the iPhone. *Computers and Composition*, 28(3), 255-263. (<http://fagerjord.no/downloads/C&Cpreprint.pdf>) (9 sider)

\*Fagerjord, Anders. (2012) Design som medievitenskapelig metode. *Norsk medietidsskrift*, vol. 19. nr. 3. s. 198-215. [http://www.idunn.no/file/pdf/56729185/nmt\\_2012\\_03\\_pdf.pdf](http://www.idunn.no/file/pdf/56729185/nmt_2012_03_pdf.pdf) . (18 sider)

\*Frasca, Gonzalo. (2001). Simulation versus Representation, via ludology.org, <http://www.ludology.org/articles/sim1/simulation101.html> (ca 6 sider)

\*Helles, Rasmus. (2010). Hverdagslivets nye medier. *Dansk Sociologi*, Vol. 21, No. 3, s. 49-63. <http://ej.lib.cbs.dk/index.php/danksociologi/article/view/3360/3560> (15 sider)

\*Jensen, K. B. (2013). What's mobile in mobile communication? *Mobile Media & Communication*, 1(1), 26-31. doi: 10.1177/2050157912459493 (<http://mmc.sagepub.com/cgi/content/abstract/1/1/26>) (6 sider)

\*Saleem Alhabash, Mengyan Ma. (2017). A Tale of Four Platforms: Motivations and Uses of Facebook, Twitter, Instagram, and Snapchat Among College Students? *Social Media + Society* Vol 3, Issue 1. <http://journals.sagepub.com/doi/full/10.1177/2056305117691544> (13 sider)

\*Light Ben, Burgess Jean, and Duguay Stefanie. (2016). The walkthrough method: An approach to the study of apps. *New Media & Society* Vol 20, Issue 3, pp. 881 – 900 <https://doi.org/10.1177/1461444816675438>

\*Lomborg Stine & Frandsen Kirsten (2015). Self-tracking as communication, *Information, Communication & Society*, 19:7, 1015-1027, DOI: [10.1080/1369118X.2015.1067710](https://doi.org/10.1080/1369118X.2015.1067710)

\*Lomborg Stine; Thylstrup Nanna; Schwartz Julie (2018). The temporal flows of self-tracking: checking in, moving on, staying hooked (Forthcoming, 2018 in *New media & Society*)

Oppegaard, B. (2015) 'Mobility Matters: Classifying Locative Mobile Apps Through an Affordances Approach', in J. J. Aguado, C. Feijoo and I. J. Martinez (eds.) *Emerging perspectives on the mobile content evolution*, Hershey PA: IGI-Global Press, pp. 203-222.

\*Oppegaard, B. and M. K. Rabby (2016) Proximity: Revealing new mobile meanings of a traditional news concept, *Digital Journalism* Vol. 4 (5) pp. 621-638. (<http://www.tandfonline.com/doi/full/10.1080/21670811.2015.1063075?scroll=top&needAccess=true>)

\*Schrøder, Kim Christian. (2014). News Media Old and New. *Journalism Studies*. <http://dx.doi.org/10.1080/1461670X.2014.890332> (20 sider)

\*Weiser, Mark. (1991). The Computer for the 21st Century. *Scientific American*, 265(3), 66–75. <https://www.ics.uci.edu/~corps/phaseii/Weiser-Computer21stCentury-SciAm.pdf> (10 sider)

\*Øie KV. Sensing the News: User Experiences when Reading Locative News. *Future Internet*. 2012; 4(1):161-178. <http://www.mdpi.com/1999-5903/4/1/161> (16 sider)

\*Aarseth, Espen J. "Allegories of Space: The Question of Spatiality in Computer Games." *CyberText Yearbook 2000*. Eds. Markku Eskelinen and Raine Koskimaa. Jyväskylä, Finland: Research Centre for Contemporary Culture, 2001. 152-171. Tilgjengelig online: <http://cybertext.hum.jyu.fi/articles/129.pdf> [http://interactive.usc.edu/blog-old/wp-content/uploads/2010/08/Allegories\\_of\\_Space.pdf](http://interactive.usc.edu/blog-old/wp-content/uploads/2010/08/Allegories_of_Space.pdf) (20 sider)

For å få tilgang til elektroniske artiklar utanfor campus må du gå inn via fjerntilgang

[http://www.hivolda.no/for-studentar/it\\_tenester/fjerntilgang-1](http://www.hivolda.no/for-studentar/it_tenester/fjerntilgang-1)

(Om lenka ikkje virkar: kopier teksten i lenka og lim inn i adressefeltet i nettlesaren)

### **Tillegglitteratur:**

Kommer i løpet av undervisningssemesteret i forbindelse med gruppeoppgaver og kollokvieoppgaver.