INSTG038: Electronic Publishing

INSTG038: Electronic Publishing A
INSTG038C: Electronic Publishing AC

1.

The journal of electronic publishing: JEP.

2.

Barabási, A.-L. Linked: the new science of networks. (Perseus Publishing, 2002).

3.

Bush, V. As We May Think. The Atlantic Monthly, July 1945.

4.

Deegan, M. & Tanner, S. Digital futures: strategies for the information age. vol. Digital futures series (Library Association, 2002).

5.

Feather, J. Communicating knowledge: publishing in the 21st century. (K.G.Saur, 2003).

6.

Jones, S. Encyclopedia of new media: an essential reference to communication and technology. (Sage, 2003).

7.

Morrison et al, A. Creating & Documenting Electronic Texts.
http://ota.ahds.ac.uk/documents/creating/cdet/chapA.html (2000).

8.

Naughton, J. A brief history of the future: the origins of the Internet. (Phoenix, 2000).

9.

Schreibmann, S., Seimens, R. & Unsworth, J. A Companion to Digital Humanities. (Oxford: Blackwell, 2004).

10.

Schreibmann, S. & Seimens, R. A Companion to Digital Literary Studies. (Oxford: Blackwell, 2008).

11.

Sutherland, K. Electronic text: investigations in method and theory. (Clarendon Press, 1997).

12.

O'Reilly, T. What Is Web 2.0. http://oreilly.com/web2/archive/what-is-web-20.html (2005).

13.

S Pedersen. A Comparison of the Blogging Practices of UK and US Bloggers. ELPUB 2007. Openness in Digital Publishing: Awareness, Discovery and Access - Proceedings of the 11th International Conference on Electronic Publishing held in Vienna, Austria 13-15 June 2007, Edited by: Leslie Chan and Bob Martens. pp. 361-370.

14.

Don Tapscott & Anthony D. Williams. Wikinomics: how mass collaboration changes everything. (Atlantic, 2008).

15.

Klobas, J. E. & Beesley, A. Wikis: tools for information work and collaboration. vol. Chandos information professional series (Chandos, 2006).

16.

Morrison, A. Blogs and Blogging: Text and Practice. in Siemens and Schreibman, eds, A Companion to Digital Literary Studies (Blackwell, 2007), pp. 369–387.

17.

Rosenzweig, R. Can History be Open Source? Wikipedia and the Future of the Past. The Journal of American History 93:1 (June, 2006), pp. 117-46.

18.

Anderson, C. The Long Tail. Wired 12:10, October 2004.

19.

Crane, G. What Do You Do with a Million Books? D-Lib Magazine, 23 (3), 2006.

20.

Herther, N. K. The e-book industry today: a bumpy road becomes an evolutionary path to market maturity. The Electronic Library, 23 (1), 2005, pp. 45-53. **23**, 45–53 (2005).

21.

Vandendorpe, C. From papyrus to hypertext: toward the universal digital library. vol. Topics in the digital humanities (University of Illinois Press, 2009).

22.

Caplan, P. Metadata fundamentals for all librarians. (American Library Association, 2003).

23.

Gartner, R. METS: Metadata Encoding Transmission Standard. in JISC Technology and Standards Watch Reports (2002).

24.

Hughes, L. M. Digitizing collections: strategic issues for the information manager. (Facet, 2004).

25.

Lee, S. D. Digital imaging: a practical handbook. (Library Association Publishing, 2001).

26.

Odlyzko, A. Competition and Cooperation: Libraries and Publishers in the Transition to Electronic Scholarly Journals. The Journal of Electronic Publishing 4, no. 4 (1999).

27.

Tomney, H. & Burton, P. F. Electronic journals: a study of usage and attitudes among academics. Journal of Information Science, 24 (6), 1998, 419-429 **24**, 419–429 (1998).

28.

Harnad, S. Implementing Peer Review on the Net: Scientific Quality Control in Scholarly Electronic Journals. Scholarly Publication: The Electronic Frontier. Cambridge MA: MIT Press, 1996. Pp. 103-108.

29.

Siemens et al, R. G. The Credibility of Electronic Publishing: A Report to the Humanities and Social Sciences Federation of Canada. Text Technology 11.1 (2002): 1-128.

30.

House of Commons - Science and Technology - Tenth Report: Scientific Publications: Free for All? Science and Technology Committee Publications (2004).

31.

JISC Journal Working Group. Business Models for Journal Content. (2004).

32.

Harnad, S. & Brody, T. Comparing the Impact of Open Access (OA) vs. Non-OA Articles in the Same Journals. D-Lib Magazine, June 2004, 10 (6).

33.

Dudman, J. In the Eye of the OA Storm. Information World Review 20–22 (2007).

34.

Caldwell, T. When is open access really open access? Information World Review **2**,.

35.

Caldwell, T. Impact factors 'flawed, misleading and unfair'. Information World Review (2007).

36.

King et al, C. J. Scholarly Communication: Academic Values and Sustainable Models. (2006).

37.

Guedon, J.-C. In Oldenburg's Long Shadow: Librarians, Research Scientists, Publishers, and the Control of Scientific Publishing. (2001).

38.

Jesse James Garrett. The elements of user experience: user-centered design for the Web and beyond. vol. Voices that matter (New Riders, 2011).

39.

Warwick, C. Premature Elegies: E-Books, Electronic Publishing and Reading. in Hornby, S., Glass, B. (ed.) Reader Development in Practice: Bringing Literature to Readers. London: Facet, 2008 (Facet, 2008).

40.

Warwick et al, C. Codex Redux: Books and New Knowledge Environments. BooksOnline 2008 workshop at ACM 17th Conference on Information and Knowledge Management (CIKM 2008) Napa Valley, California, October 26-30, 2008, New York: ACM, Proc CIKM.

41.

Helen Sharp, Yvonne Rogers, Jenny Preece, & Jenny Preece. Interaction design: beyond human-computer interaction. (Wiley, 2007).

42.

Faisal, S., Cairns, P. & Blandford, A. Building for Users not for Experts: Designing a Visualization of the Literature Domain. in 2007 11th International Conference Information Visualization (IV '07) 707–712 (IEEE, 2007). doi:10.1109/IV.2007.32.

43.

Geert H. Hofstede, Gert Jan Hofstede, & Michael Minkov. Cultures and organizations: software of the mind : intercultural cooperation and its importance for survival. (2010).

44.

Davies, G. Book commissioning and acquisition. (Routledge, 2004).

45.

Rosenheim, A. Working with the Multimediators. The bookseller.

46.

Rosenheim, A. What's gone wrong? The bookseller.

47.

Crawford, C. Multimedia Language-learning CD-ROM: The Spoken Corpus recorded in England 1948-1973. in DRH98: selected papers from DRH98, Digital Resources for the Humanities Conference, University of Glasgow, September 1998 (Office for Humanities Communication, 2000).

48.

Scott, B. Creating an Image Edition of Historical Material: Asia:Official British Documents, 1945-1965. in DRH98: selected papers from DRH98, Digital Resources for the Humanities Conference, University of Glasgow, September 1998 (Office for Humanities Communication, 2000).

49.

Walsh, J. A. Comic Book Markup Language: An Introduction and Rationale. Digital Humanities Quarterly, 6 (1), 2012.

50.

Content and Form Aren't Equal: A Discussion with Ernesto Priego. http://www.phoeniciapublishing.com/blog/content-and-form-arent-equal-a-discussion-with-ernesto-priego (2010).

51.

Priego, E. Surface is Profound: Notes on Comic Book Matter(s) | HASTAC. https://www.hastac.org/u/ernesto-priego (2010).

52.

Priego, E. Comics Scholarship in the Digital Age: Towards Media-Specific Research. http://artspages.wordpress.com/2012/08/24/comics-scholarship-in-the-digital-age-towards-media-specific-research/ (2012).

53.

Priego, E. Jack Kirby's Pre-Press Originals. The Tangible Layers of Textuality. http://mediacommons.futureofthebook.org/tne/pieces/jack-kirbys-pre-press-originals (2012).

54.

Cohn, N. Navigating comics: an empirical and theoretical approach to strategies of reading comic page layouts. Frontiers in Psychology, 2013 (2013).

55.

Gardner, J. Archives, Collectors, and the New Media Work of Comics. MFS Modern Fiction Studies **52**, 787–806 (2006).

56.

Jasper, M. Digital Comics: Formatting Your Comic for the Nook (ePub). http://michaeljasper.net/2011/01/10/digital-comics-epub-formatting/ (18AD).

57.

Mod, C. Books in the Age of the iPad. http://craigmod.com/journal/ipad_and_books/.

58.

Sabin, R. The Crisis of Modern American and British Comics, and the Possibilities of the Internet as a Solution. Comics & culture 43–58 (Museum Tusculanum Press, 2000).

59.

Scott, R. W. Comics Research Libraries as of July 1993: Introduction. http://comics.lib.msu.edu/otherlib.htm.

60.

Terras, M. Digital curiosities: resource creation via amateur digitization. Literary and Linguistic Computing **25**, 425–438 (2010).

61.

Walsh, J. A. Comic Book Markup Language: An Introduction and Rationale. Digital Humanities Quarterly 6 (1), 2012
http://digitalhumanities.org/dhq/vol/6/1/000117/000117.html.

62.

Weiner, R. G. Graphic novels and comics in libraries and archives: essays on readers, research, history and cataloging. (McFarland & Co, 2010).

63.

Wright, F. How Can 575 Comic Books Weigh Under an Ounce?: Comic Book Collecting in the Digital Age. in The Journal of Electronic Publishing 11 (3), Fall 2008.