

# HSSC6171B: Media Cultures and Technologies in Education

[View Online](#)

Anon. 2010. Teaching Media in Primary Schools. 1st ed. Los Angeles: SAGE.

Bayne, Siân, and Ray Land. 2011. Digital Difference: Perspectives on Online Learning. Vol. Educational futures : rethinking theory and practice. Rotterdam: Sense.

Bazalgette, Cary. 2010. 'Chapter 3: Extending Children's Experience of Film'. Pp. 35–47 in Teaching media in primary schools. Los Angeles: SAGE.

Beavis, Catherine, and Ilana Snyder. 2004. Doing Literacy Online: Teaching, Learning, and Playing in an Electronic World. Vol. New dimensions in computers and composition. Cresskill, N.J.: Hampton Press.

Bell, David, and Barbara M. Kennedy. 2007. The Cybercultures Reader. 2nd ed. Abingdon: Routledge.

Benjamin, Walter, and J. A. Underwood. 2008. The Work of Art in the Age of Mechanical Reproduction. Vol. Penguin great ideas. London: Penguin.

Bezemer, Josephus Johannes, and Gunther R. Kress. 2016. Multimodality, Learning and Communication: A Social Semiotic Frame. London: Routledge, Taylor & Francis Group.

Birkerts, Sven. 2006. The Gutenberg Elegies: The Fate of Reading in an Electronic Age. New York: Faber and Faber.

Blake, Nigel. 2000. 'Tutors and Students without Faces or Places'. in Enquiries at the interface: philosophical problems of online education. Oxford: Blackwell.

British Film Institute, English and Media Centre, and Film Education. 2000. Moving Images in the Classroom: A Secondary Teachers' Guide to Using Film and Television. London: British Film Institute.

British Film Institute Primary Education Working Group, Great Britain. Department for Education and Skills, and British Film Institute. Education Department. 2003. Look Again!: A Teaching Guide to Using Film and Television with Three- to Eleven-Year Olds. London: BFI Education.

Buckingham, David. 1993. Children Talking Television: The Making of Television Literacy. London: Falmer.

Buckingham, David. 2000. After the Death of Childhood: Growing up in the Age of

Electronic Media. Cambridge, UK: Polity Press.

Buckingham, David. 2007. *Beyond Technology: Children's Learning in the Age of Digital Culture*. Cambridge: Polity.

Buckingham, David. 2013. *Media Education: Literacy, Learning and Contemporary Culture*. Oxford: Wiley.

Buckingham, David, Jenny Grahame, and Julian Sefton-Green. 1995. 'Chapter 1: Introduction'. Pp. 1–16 in *Making media: practical production in media education*. London: English and Media Centre.

Buckingham, David, and Julian Sefton-Green. 1994. *Cultural Studies Goes to School: Reading and Teaching Popular Media*. Vol. *Critical perspectives on literacy and education*. London: Taylor & Francis.

Buckingham, David and University of London. Institute of Education. 2005. *Schooling the Digital Generation: Popular Culture, the New Media and the Future of Education*. London: Institute of Education, University of London.

Burn, Andrew Nicholas. 2009. *Making New Media: Creative Production and Digital Literacies*. Vol. *New literacies and digital epistemologies*. New York: Peter Lang.

Burn, Andrew Nicholas, and James Durran. 2007. 'Chapter 7: Game Literacy'. in *Media literacy in schools: practice, production and progression*. London: Paul Chapman.

Carr, Diane. 2006. 'Chapter 4: Play and Pleasure'. Pp. 45–58 in *Computer games: text, narrative and play*. Cambridge: Polity.

Carr, Diane, Diana Laurillard, Richard Noss, Neil Selwyn, Economic and Social Research Council, Engineering and Physical Sciences Research Council, and Teaching and Learning Research Programme. 2008. *Education 2.0?: Designing the Web for Teaching and Learning*. Vol. *TLRP commentaries*. London: Teaching and Learning Research Programme.

Cassell, Justine, and Henry Jenkins. 1998. *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, Mass: MIT.

Coiro, Julie. 2008. *Handbook of Research on New Literacies*. New York: Lawrence Erlbaum Associates.

Cope, Bill, and Mary Kalantzis. 2000. *Multiliteracies: Literacy Learning and the Design of Social Futures*. Vol. *Literacies*. London: Routledge.

Cope, Peter. 2003. *Digital Video and PC Editing*. Vol. *Teach yourself*. London: Hodder Headline.

Craggs, Carol E. 1992. 'Chapter 5: Representations of Reality'. Pp. 109–34 in *Media education in the primary school*. London: Routledge.

Cuban, Larry and Teachers College, Columbia University. 1986. *Teachers and Machines: The Classroom Use of Technology since 1920*. New York: Teachers College, Columbia

University.

Davison, Jon, and Elaine Scarratt. 2012. 'Chapter 10: Media and Citizenship'. in *The media teacher's handbook*. London: Routledge.

De Abreu, Belinha S. 2011. *Media Literacy, Social Networking, and the Web 2.0 Environment for the K-12 Educator*. Vol. *Minding the media : critical issues for learning and teaching*. New York: Peter Lang.

Du Gay, Paul and Open University. 1997. *Doing Cultural Studies: The Story of the Sony Walkman*. Vol. *Culture, media and indentities*. London: Sage, in association with The Open University.

Frasca, G. 2004. 'Videogames of the Oppressed: Critical Thinking, Education, Tolerance and Other Trivial Issues'. in *First person: new media as story, performance, and game*. Cambridge, Mass: MIT Press.

Frechette, Julie D., and Robert Williams. 2016. *Media Education for a Digital Generation*. Vol. *Routledge research in cultural and media studies*. New York: Routledge.

Gauntlett, David, and Ross Horsley, eds. 2010. *Web.Studies*. 2nd edition. London: Bloomsbury Academic.

Gee, James Paul. 2004. 'Chapter 4: Affinity Spaces'. Pp. 70–82 in *Situated language and learning: a critique of traditional schooling*. Vol. *Literacies*. London: Routledge.

Gee, James Paul. 2007. *What Video Games Have to Teach Us about Learning and Literacy*. Rev. and updated ed. Basingstoke: Palgrave Macmillan.

Gillespie, Marie, Jason Toynbee, and Open University. 2006. *Analysing Media Texts*. Maidenhead: Open University Press in association with The Open University.

Gloman, Chuck B. 2003. *No-Budget Digital Filmmaking: How to Create Professional-Looking Videos for Little or No Cash*. New York: McGraw-Hill.

Himonides, E. 2012. 'The Misunderstanding of Music-Technology-Education: A Meta-Perspective'. in *The Oxford handbook of music education: Volume I*. New York: Oxford University Press.

Himonides, E., and R. Purves. 2010. 'The Role of Technology'. in *Music education in the 21st century in the United Kingdom: achievements, analysis and aspirations*. Vol. *Bedford Way papers series*. London: Institute of Education, University of London.

Hodge, Bob, and Gunther R. Kress. 1988. *Social Semiotics*. Cambridge: Polity Press in association with Basil Blackwell.

Jeffrey Earp. 2015. 'Game Making for Learning: A Systematic Review of the Research Literature'.

Jenkins, Henry. 2006a. 'Chapter 5: Why Heather Can Write'. Pp. 169–205 in *Convergence culture: where old and new media collide*. New York: New York UP.

- Jenkins, Henry. 2006b. *Convergence Culture: Where Old and New Media Collide*. New York: New York UP.
- Jenson, J., and S. de Castell. 2008. 'Theorizing Gender and Digital Gameplay: Oversights, Accidents and Surprises'. *Eludamos* 2(1).
- Jewitt, Carey. 2006. *Technology, Literacy and Learning: A Multimodal Approach*. London: Routledge.
- Jones, Peter. 2006. 'Chapter 3: Case Studies'. Pp. 52–80 in *Teaching black cinema*. Vol. *Teaching film and media studies*. London: BFI.
- Knoblauch, Hubert. 2014. *PowerPoint, Communication, and the Knowledge Society*. Vol. *Learning in doing: social, cognitive and computational perspectives*. First paperback edition. New York: Cambridge University Press.
- Kress, Gunther R. 2003. 'Chapter 1: The Futures of Literacy'. in *Literacy in the new media age*. Vol. *Literacies*. London: Routledge.
- Lacasa, Pilar. 2013. *Learning in Real and Virtual Worlds: Commercial Video Games as Educational Tools*. Vol. *Palgrave Macmillan's digital education and learning series*. New York: Palgrave Macmillan.
- Lankshear, C., M. Peters, and M. Knobel. 2000. 'Information, Knowledge and Learning: Some Issues Facing Epistemology and Education in a Digital Age'. in *Enquiries at the interface: philosophical problems of online education*. Oxford: Blackwell.
- Laurel, Brenda. 1993. *Computers as Theatre*. Reading, Mass. ; Wokingham: Addison-Wesley.
- Lievrouw, Leah A., and Sonia Livingstone. 2005. *Handbook of New Media: Student Edition*. London: SAGE Publications.
- Lister, Martin. 2009a. 'Chapter 3.15: Fragmentation and Convergence'. Pp. 202–35 in *New media: a critical introduction*. London: Routledge.
- Lister, Martin. 2009b. *New Media: A Critical Introduction*. 2nd ed. Milton Park, Abingdon, Oxon: Routledge.
- Livingstone, Sonia. 2002. *Young People and New Media: Childhood and the Changing Media Environment*. London: SAGE.
- McDougall, Julian. 2006. 'Chapter 7: Doing the Big Concepts'. in *The media teacher's book*. London: Hodder Arnold.
- McLuhan, Marshall, Quentin Fiore, and Jerome Agel. 2001. *The Medium Is the Message: An Inventory of Effects*. Corte Madera, CA: Gingko Press.
- Mee, Adrian. n.d. 'E-Learning Policy and the "transformation" of Schooling: A UK Case Study'.

Monaco, James. 2000. *How to Read a Film: The World of Movies, Media, and Multimedia : Language, History, Theory*. 3rd ed., completely revised and expanded. New York: Oxford University Press.

Moss, Gemma. 1989. *Un/Popular Fictions*. Vol. Virago education series. London: Virago.

Nelmes, Jill. 2003. 'Chapter 7: Gender and Film'. Pp. 242–77 in *An introduction to film studies*. London: Routledge.

Pollmüller, Britta, and Martin Sercombe. 2011. *The Teachers' Animation Toolkit*. London: Continuum.

Poster, Mark. 1995. *The Second Media Age*. Cambridge, UK: Polity Press.

Potter, John. 2012. 'Chapter 8: Learner Voice and Lived Culture in Digital Media Production by Young Learners, Implications for Pedagogy and Future Research'. Pp. 114–30 in *Digital media and learner identity: the new curatorship*. Vol. Digital education and learning. New York: Palgrave Macmillan.

Quinian, Oliver. n.d. 'Young Digital Makers: Surveying Attitudes and Opportunities for Digital Creativity across the UK'.

Ringrose, Jessica; Gill, Rosalind; Livingstong, Sonia; Harvey, Laura. n.d. 'A Qualitative Study of Children, Young People and "Sexting": A Report Prepared for the NSPCC'.

Sawday, Jonathan, and Neil Rhodes. 2000. *The Renaissance Computer: Knowledge Technology in the First Age of Print*. London: Routledge.

Selwyn, Neil. 2002. *Telling Tales on Technology: Qualitative Studies of Technology and Education*. Vol. Cardiff papers in qualitative research. Aldershot: Ashgate.

Selwyn, Neil. 2011a. *Education and Technology: Key Issues and Debates*. London: Continuum.

Selwyn, Neil. 2011b. *Schools and Schooling in the Digital Age: A Critical Analysis*. Vol. Foundations and futures of education. London: Routledge.

Selwyn, Neil. 2014. 'Chapter 1: Why Distrust Educational Technology?' Pp. 1–19 in *Distrusting educational technology: critical questions for changing times*. Abindgon: Routledge.

Simmons, Angie. 2012. *Drama with Movie-Making and Animation*. Vol. Learning journeys with ICT. Kirkby-in-Ashfield: TTS Group.

Slevin, James. 2000. *The Internet and Society*. Cambridge: Polity P.

Stafford, Tim. 2011. *Teaching Visual Literacy in the Primary Classroom: Comic Books, Film, Television and Picture Narratives*. London: Routledge.

Street, Brian V. 1995. *Social Literacies: Critical Approaches to Literacy in Development, Ethnography and Education*. Vol. Real language series. London: Longman.

Taylor, T. L. 2006. *Play between Worlds: Exploring Online Game Culture*. Cambridge, Mass: MIT Press.

Tekinbaş, Katie Salen, and Eric Zimmerman. 2004. *Rules of Play: Game Design Fundamentals*. Cambridge, Mass: MIT P.

Trifonas, Peter Pericles, ed. 2012. *Learning the Virtual Life: Public Pedagogy in a Digital World*. New York: Routledge.

Walker Rettberg, Jill. 2008. 'Chapter 2: From Bards to Blogs'. Pp. 31–56 in *Blogging*. Vol. Digital media and society series. Cambridge: Polity.

White, Paul. 2000. *Basic Digital Recording*. London: SMT.

Williams, Raymond. 2011. *Keywords: A Vocabulary of Culture and Society*. Vol. Routledge revivals. London: Routledge.