

HSSC6171B: Media Cultures and Technologies in Education

View Online



Bayne, Siân, and Ray Land. Digital Difference: Perspectives on Online Learning. Educational futures : rethinking theory and practice. Rotterdam: Sense, 2011. Web. <<https://link.springer.com/book/10.1007%2F978-94-6091-580-2>>.

Bazalgette, Cary. 'Chapter 3: Extending Children's Experience of Film'. Teaching Media in Primary Schools. 1st ed. Los Angeles: SAGE, 2010. 35–47. Web. <https://ucl.primo.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=14604569040004761&institutionId=4761&customerId=4760&VE=true>.

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

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

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

Bezemer, Josephus Johannes, and Gunther R. Kress. Multimodality, Learning and Communication: A Social Semiotic Frame. London: Routledge, Taylor & Francis Group, 2016. Web. <<https://www.taylorfrancis.com/books/9781315687537>>.

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

Blake, Nigel. 'Tutors and Students without Faces or Places'. Enquiries at the Interface: Philosophical Problems of Online Education. Oxford: Blackwell, 2000. Print.

British Film Institute, English and Media Centre, and Film Education. Moving Images in the Classroom: A Secondary Teachers' Guide to Using Film and Television. London: British Film Institute, 2000. Web. <<http://www.bfi.org.uk/sites/bfi.org.uk/files/downloads/bfi-education-moving-images-in-the-classroom-2013-03.pdf>>.

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

<http://www.bfi.org.uk/education/teaching/lookagain/pdf/bfi_edu_look-again_teaching-guide.pdf>.

Buckingham, David. *After the Death of Childhood: Growing up in the Age of Electronic Media*. Cambridge, UK: Polity Press, 2000. Web.

<<http://ebookcentral.proquest.com/lib/ucl/detail.action?docID=1211884>>.

---. *Beyond Technology: Children's Learning in the Age of Digital Culture*. Cambridge: Polity, 2007. Web. <<http://ucl.ebib.com/patron/FullRecord.aspx?p=1174290>>.

---. *Children Talking Television: The Making of Television Literacy*. London: Falmer, 1993. Print.

---. *Media Education: Literacy, Learning and Contemporary Culture*. Oxford: Wiley, 2013. Web. <<http://ebookcentral.proquest.com/lib/ucl/detail.action?docID=4029575>>.

Buckingham, David, Jenny Grahame, and Julian Sefton-Green. 'Chapter 1: Introduction'. *Making Media: Practical Production in Media Education*. London: English and Media Centre, 1995. 1–16. Web.

<<https://contentstore.cla.co.uk/secure/link?id=9d5a52ac-6e1b-e711-80c9-005056af4099>>.

Buckingham, David, and Julian Sefton-Green. *Cultural Studies Goes to School: Reading and Teaching Popular Media. Critical perspectives on literacy and education*. London: Taylor & Francis, 1994. Web. <<http://dx.doi.org/10.4324/9780203992074>>.

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

<<http://www.vlebooks.com/vleweb/product/openreader?id=UCL&isbn=9781782770114>>.

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

Burn, Andrew Nicholas, and James Durran. 'Chapter 7: Game Literacy'. *Media Literacy in Schools: Practice, Production and Progression*. London: Paul Chapman, 2007. Web.

<<http://dx.doi.org/10.4135/9781446213629>>.

Carr, Diane. 'Chapter 4: Play and Pleasure'. *Computer Games: Text, Narrative and Play*. Cambridge: Polity, 2006. 45–58. Web.

<http://sfx.ucl.ac.uk/sfx_local?ctx_ver=Z39.88-2004&ctx_enc=info:ofi/enc:UTF-8&p;ctx_tim=2017-06-20T18%3A05%3A20IST&url_ver=Z39.88-2004&url_ctx_fmt=info:ofi/fmt:kev:mtx:ctx&rft_id=info:sid/primo.exlibrisgroup.com:primo3-Journal-UCL_LMS_DS&rft_val_fmt=info:ofi/fmt:kev:mtx:book&rft.genre=book&rft.atitle=&rft.jtitle=&rft.btitle=Computer%20games%20text,%20narrative,%20and%20play&rft.aulast=Carr&rft.auinit=&rft.auinit1=&rft.auinitm=&rft.ausuffix=&rft.au=&rft.aucorp=&rft.volume=&rft.issue=&rft.part=&rft.quarter=&rft.ssn=&rft.spage=&rft.epage=&rft.pages=&rft.artnum=&rft.issn=&rft.eissn=&rft.isbn=9780745687506&rft.sici=&rft.coden=&rft_id=info:doi/&rft.object_id=&rft.856_url=http://ebookcentr

al.proquest.com/lib/UCL/detail.action?docID=1651142&svc_val_fmt=info:ofi/fmt:kev:mtx:sch_svc&svc.fulltext=yes&rft_dat=%3CUCL_LMS_DS%3E002714559%3C/UCL_LMS_DS%3E%3Curl%3E%3C/url%3E&rft.eisbn=&rft_id=info:oai/&req.lang=eng>.

---. Education 2.0?: Designing the Web for Teaching and Learning. TLRP commentaries. London: Teaching and Learning Research Programme, 2008. Web.
<<http://eprints.ioe.ac.uk/6217/1/Selwyn2008education.pdf>>.

Cassell, Justine, and Henry Jenkins. From Barbie to Mortal Kombat: Gender and Computer Games. Cambridge, Mass: MIT, 1998. Web.
<<http://cognet.mit.edu/libproxy.ucl.ac.uk/book/barbie%C2%AE-to-mortal-kombat>>.

Coiro, Julie. Handbook of Research on New Literacies. New York: Lawrence Erlbaum Associates, 2008. Web.
<<http://www.routledgehandbooks.com/doi/10.4324/9781410618894>>.

Cope, Bill, and Mary Kalantzis. Multiliteracies: Literacy Learning and the Design of Social Futures. Literacies. London: Routledge, 2000. Web.
<<https://www.taylorfrancis.com/books/e/9781134611843>>.

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

Craggs, Carol E. 'Chapter 5: Representations of Reality'. Media Education in the Primary School. London: Routledge, 1992. 109–134. Print.

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

Davison, Jon, and Elaine Scarratt. 'Chapter 10: Media and Citizenship'. The Media Teacher's Handbook. London: Routledge, 2012. Print.

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

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

Frasca, G. 'Videogames of the Oppressed: Critical Thinking, Education, Tolerance and Other Trivial Issues'. First Person: New Media as Story, Performance, and Game. Cambridge, Mass: MIT Press, 2004. Web.
<<http://www.electronicbookreview.com/thread/firstperson/Boalian>>.

Frechette, Julie D., and Robert Williams. Media Education for a Digital Generation. Routledge research in cultural and media studies. New York: Routledge, 2016. Web.
<<https://www.taylorfrancis.com/books/e/9781317402985>>.

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

Gee, James Paul. 'Chapter 4: Affinity Spaces'. *Situated Language and Learning: A Critique of Traditional Schooling*. Literacies. London: Routledge, 2004. 70–82. Web.
<[---. *What Video Games Have to Teach Us about Learning and Literacy*. Rev. and updated ed. Basingstoke: Palgrave Macmillan, 2007. Print.](http://sfx.ucl.ac.uk/sfx_local?ctx_ver=Z39.88-2004&ctx_enc=info:ofi/enc:UTF-8&ctx_tim=2017-06-20T18%3A53%3A33IST&url_ver=Z39.88-2004&url_ctx_fmt=info:ofi/fmt:kev:mtx:ctx&rft_id=info:sid/primo.exlibrisgroup.com:primo3-Journal-UCL_LMS_DS&rft_val_fmt=info:ofi/fmt:kev:mtx:book&rft.genre=book&rft.atitle=&rft.jtitle=&rft.btitle=Situated%20language%20and%20learning%20a%20critique%20of%20traditional%20schooling&rft.aulast=Gee&rft.auinit=&rft.auinit1=&rft.auinitm=&rft.ausuffix=&rft.au=Gee,%20James%20Paul&rft.aucorp=&rft.volume=&rft.issue=&rft.part=&rft.quarter=&rft.ssn=&rft.spage=&rft.epage=&rft.pages=&rft.artnum=&rft.issn=&rft.eissn=9780415317764&rft.isbn=0203594215&rft.sici=&rft.coden=&rft_id=info:doi/&rft.object_id=&rft.856_url=http://libproxy.ucl.ac.uk/login?url=http://www.dawsonera.com/depp/reader/protected/external/AbstractView/S9780203594216&svc_val_fmt=info:ofi/fmt:kev:mtx:sch_svc&svc.fulltext=yes&rft_dat=%3CUCCL_LMS_DS%3E002699544%3C/UCL_LMS_DS%3E%3Curl%3E%3C/url%3E&rft.eisbn=&rft_id=info:oai/&req.language=eng>.</p>
</div>
<div data-bbox=)

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

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

Himonides, E. 'The Misunderstanding of Music-Technology-Education: A Meta-Perspective'. *The Oxford Handbook of Music Education: Volume I*. New York: Oxford University Press, 2012. Web. <<http://dx.doi.org/10.1093/oxfordhb/9780199730810.001.0001>>.

Himonides, E., and R. Purves. 'The Role of Technology'. *Music Education in the 21st Century in the United Kingdom: Achievements, Analysis and Aspirations*. Bedford Way papers series. London: Institute of Education, University of London, 2010. Web.
<https://ucl.primo.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=14908148980004761&institutionId=4761&customerId=4760&VE=true>.

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

Jeffrey Earp. 'Game Making for Learning: A Systematic Review of the Research Literature'. (2015): n. pag. Web.
<https://www.researchgate.net/publication/283460359_Game_Making_for_Learning_A_Systematic_Review_of_the_Research_Literature>.

Jenkins, Henry. 'Chapter 5: Why Heather Can Write'. *Convergence Culture: Where Old and New Media Collide*. New York: New York UP, 2006. 169–205. Web.

<<https://contentstore.cla.co.uk/secure/link?id=d0442329-6e1b-e711-80c9-005056af4099>>

---. *Convergence Culture: Where Old and New Media Collide*. New York: New York UP, 2006. Web. <<https://www.fulcrum.org/concern/monographs/pr76f3777>>.

Jenson, J., and S. de Castell. 'Theorizing Gender and Digital Gameplay: Oversights, Accidents and Surprises'. *Eludamos* 2.1 (2008): n. pag. Web. <<http://www.eludamos.org/index.php/eludamos/issue/view/4/showTocul,%20J>>.

Jewitt, Carey. *Technology, Literacy and Learning: A Multimodal Approach*. London: Routledge, 2006. Web. <<http://www.vlebooks.com/vleweb/product/openreader?id=UCL&isbn=9780203964101>>.

Jones, Peter. 'Chapter 3: Case Studies'. *Teaching Black Cinema. Teaching film and media studies*. London: BFI, 2006. 52–80. Web. <<https://contentstore.cla.co.uk/secure/link?id=75ac425f-6e1b-e711-80c9-005056af4099>>.

Knoblauch, Hubert. *PowerPoint, Communication, and the Knowledge Society*. First paperback edition. *Learning in doing: social, cognitive and computational perspectives*. New York: Cambridge University Press, 2014. Web. <<http://ebooks.cambridge.org/ref/id/CBO9780511979149>>.

Kress, Gunther R. 'Chapter 1: The Futures of Literacy'. *Literacy in the New Media Age. Literacies*. London: Routledge, 2003. Web.

Lacasa, Pilar. *Learning in Real and Virtual Worlds: Commercial Video Games as Educational Tools*. Palgrave Macmillan's digital education and learning series. New York: Palgrave Macmillan, 2013. Web. <<https://link.springer.com/book/10.1057%2F9781137312051>>.

Lankshear, C., M. Peters, and M. Knobel. 'Information, Knowledge and Learning: Some Issues Facing Epistemology and Education in a Digital Age'. *Enquiries at the Interface: Philosophical Problems of Online Education*. Oxford: Blackwell, 2000. Print.

Laurel, Brenda. *Computers as Theatre*. Reading, Mass. ; Wokingham: Addison-Wesley, 1993. Print.

Lievrouw, Leah A., and Sonia Livingstone. *Handbook of New Media: Student Edition*. London: SAGE Publications, 2005. Web. <<http://UCL.ebib.com/patron/FullRecord.aspx?p=1023993>>.

Lister, Martin. 'Chapter 3.15: Fragmentation and Convergence'. *New Media: A Critical Introduction*. 2nd ed. London: Routledge, 2009. 202–235. Web. <https://ucl.primo.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=14762479660004761&institutionId=4761&customerId=4760&VE=true>.

---. *New Media: A Critical Introduction*. 2nd ed. Milton Park, Abingdon, Oxon: Routledge, 2009. Web.

<https://ucl.primo.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=14762479660004761&institutionId=4761&customerId=4760&VE=true>.

Livingstone, Sonia. *Young People and New Media: Childhood and the Changing Media Environment*. London: SAGE, 2002. Web.

<<http://ebookcentral.proquest.com/lib/ucl/detail.action?docID=254721>>.

McDougall, Julian. 'Chapter 7: Doing the Big Concepts'. *The Media Teacher's Book*. London: Hodder Arnold, 2006. Web.

<<https://contentstore.cla.co.uk/secure/link?id=f4b5adb4-3845-e711-80cb-005056af4099>>

McLuhan, Marshall, Quentin Fiore, and Jerome Agel. *The Medium Is the Massage: An Inventory of Effects*. Corte Madera, CA: Gingko Press, 2001. Print.

Mee, Adrian. 'E-Learning Policy and the "transformation" of Schooling: A UK Case Study'. n. pag. Web. <http://www.eurodl.org/materials/contrib/2007/Adrian_Mee.htm>.

Monaco, James. *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, 2000. Print.

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

Nelmes, Jill. 'Chapter 7: Gender and Film'. *An Introduction to Film Studies*. 3rd ed. London: Routledge, 2003. 242–277. Web.

<<https://contentstore.cla.co.uk/secure/link?id=f5b5adb4-3845-e711-80cb-005056af4099>>

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

<<http://www.vlebooks.com/vleweb/product/openreader?id=UCL&isbn=9781441131072>>.

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

<<http://ebookcentral.proquest.com/lib/ucl/detail.action?docID=1272695>>.

Potter, John. 'Chapter 8: Learner Voice and Lived Culture in Digital Media Production by Young Learners, Implications for Pedagogy and Future Research'. *Digital Media and Learner Identity: The New Curatorship*. Digital education and learning. New York: Palgrave Macmillan, 2012. 114–130. Web.

<http://sfx.ucl.ac.uk/sfx_local?ctx_ver=Z39.88-2004&ctx_enc=info:ofi/enc:UTF-8&ctx_tim=2017-06-20T17%3A50%3A57IST&url_ver=Z39.88-2004&url_ctx_fmt=info:ofi/fmt:kev:mtx:ctx&rft_id=info:sid/primo.exlibrisgroup.com:primo3-Journal-UCL_LMS_DS&rft_val_fmt=info:ofi/fmt:kev:mtx:book&rft.genre=book&rft.atitle=&rft.jtitle=&rft.btitle=Digital%20media%20and%20learner%20identity%20The%20new%20curatorship&rft.aulast=Potter&rft.auinit=&rft.auinit1=&rft.aunitm=&rft.ausuffix=&rft.au=Potter,%20John&rft.aucorp=&rft.volume=&rft.issue=&rft.part=&rft.quarter=&rft.ssn=&rft.spage=&rft.epage=&rft.pages=&rft.artnum=&rft.issn=&rft.eissn=&rft.isbn=>.

113700486X&rft.sici=&rft.coden=&rft_id=info:doi/&rft.object_id=&p;rft.856_url=http://libproxy.ucl.ac.uk/login?url=http://www.palgraveconnect.com/doi/10.1057/9781137004864&svc_val_fmt=info:ofi/fmt:kev:mtx:sch_svc&svc.fulltext=yes&rft_dat=%3CUCL_LMS_DS%3E002686368%3C/UCL_LMS_DS%3E%3Curl%3E%3C/url%3E&rft.eisbn=&rft_id=info:oai/&req.language=eng>.

Quinian, Oliver. 'Young Digital Makers: Surveying Attitudes and Opportunities for Digital Creativity across the UK'. Web.
<<http://www.nesta.org.uk/sites/default/files/young-digital-makers-march-2015.pdf>>.

Ringrose, Jessica; Gill, Rosalind; Livingstong, Sonia; Harvey, Laura. 'A Qualitative Study of Children, Young People and "Sexting": A Report Prepared for the NSPCC'. Web.
<[http://ucl-primo.hosted.exlibrisgroup.com/primo_library/libweb/action/display.do?tabs=detailsTab&ct=display&fn=search&doc=UCL_IOE_EPR_DS16396&indx=1&reclds=UCL_IOE_EPR_DS16396&recldxs=0&elementId=0&renderMode=poppedOut&displayMode=full&frbrVersion=&frbg=&&dscnt=0&scp.scps=scope%3A%28UCL%29%2Cprimo_central_multiple_fe&tb=t&mode=Basic&vid=UCL_VU1&srt=rank&tab=local&dum=true&vl\(fr eeText0\)=A%20qualitative%20study%20of%20children%2C%20young%20people%20and%20%27sexting%27&dstmp=1497977866641](http://ucl-primo.hosted.exlibrisgroup.com/primo_library/libweb/action/display.do?tabs=detailsTab&ct=display&fn=search&doc=UCL_IOE_EPR_DS16396&indx=1&reclds=UCL_IOE_EPR_DS16396&recldxs=0&elementId=0&renderMode=poppedOut&displayMode=full&frbrVersion=&frbg=&&dscnt=0&scp.scps=scope%3A%28UCL%29%2Cprimo_central_multiple_fe&tb=t&mode=Basic&vid=UCL_VU1&srt=rank&tab=local&dum=true&vl(fr eeText0)=A%20qualitative%20study%20of%20children%2C%20young%20people%20and%20%27sexting%27&dstmp=1497977866641)>.

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

Selwyn, Neil. 'Chapter 1: Why Distrust Educational Technology?' *Distrusting Educational Technology: Critical Questions for Changing Times*. Abindgon: Routledge, 2014. 1-19. Print.

---. *Education and Technology: Key Issues and Debates*. London: Continuum, 2011. Web.
<<http://UCL.ebib.com/patron/FullRecord.aspx?p=661054>>.

---. *Schools and Schooling in the Digital Age: A Critical Analysis*. Foundations and futures of education. London: Routledge, 2011. Web.
<<https://www.taylorfrancis.com/books/9780203840795>>.

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

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

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

Stafford, Tim. *Teaching Visual Literacy in the Primary Classroom: Comic Books, Film, Television and Picture Narratives*. London: Routledge, 2011. Web.
<<https://www.taylorfrancis.com/books/9780203846797>>.

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

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

Press, 2006. Web.

<<http://ebookcentral.proquest.com/lib/UCL/detail.action?docID=3338607>>.

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

<<http://sk.sagepub.com/books/teaching-media-in-primary-schools>>.

Tekinbaş, Katie Salen, and Eric Zimmerman. Rules of Play: Game Design Fundamentals.

Cambridge, Mass: MIT P., 2004. Print.

Trifonas, Peter Pericles, ed. Learning the Virtual Life: Public Pedagogy in a Digital World.

New York: Routledge, 2012. Web. <<http://dx.doi.org/10.4324/9780203818824>>.

Walker Rettberg, Jill. 'Chapter 2: From Bards to Blogs'. Blogging. Digital media and society series.

Cambridge: Polity, 2008. 31-56. Web.

<<https://contentstore.cla.co.uk/secure/link?id=5dcf0016-6e1b-e711-80c9-005056af4099>>.

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

Williams, Raymond. Keywords: A Vocabulary of Culture and Society. Routledge revivals.

London: Routledge, 2011. Web.

<<http://www.vlebooks.com/vleweb/product/openreader?id=UCL&isbn=9780203124949>>.