

HSSC6171B: Media Cultures and Technologies in Education

View Online



1

D. Buckingham, J. Grahame and J. Sefton-Green, in *Making media: practical production in media education*, English and Media Centre, London, 1995, pp. 1–16.

2

G. R. Kress, in *Literacy in the new media age*, Routledge, London, 2003, vol. Literacies.

3

J. Walker Rettberg, in *Blogging*, Polity, Cambridge, 2008, vol. Digital media and society series, pp. 31–56.

4

J. McDougall, in *The media teacher's book*, Hodder Arnold, London, 2006.

5

J. Nelmes, in *An introduction to film studies*, Routledge, London, 3rd ed., 2003, pp. 242–277.

6

C. E. Craggs, in *Media education in the primary school*, Routledge, London, 1992, pp. 109–134.

7

J. Potter, in *Digital media and learner identity: the new curatorship*, Palgrave Macmillan, New York, 2012, vol. *Digital education and learning*, pp. 114–130.

8

J. Davison and E. Scarratt, in *The media teacher's handbook*, Routledge, London, 2012.

9

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

10

C. Bazalgette, in *Teaching media in primary schools*, SAGE, Los Angeles, 1st ed., 2010, pp. 35–47.

11

P. Jones, in *Teaching black cinema*, BFI, London, 2006, vol. *Teaching film and media studies*, pp. 52–80.

12

D. Carr, in *Computer games: text, narrative and play*, Polity, Cambridge, 2006, pp. 45–58.

13

A. N. Burn and J. Durran, in *Media literacy in schools: practice, production and progression*, Paul Chapman, London, 2007.

14

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, BFI Education, London, 2003.

15

British Film Institute, English and Media Centre, and Film Education, Moving images in the classroom: a secondary teachers' guide to using film and television, British Film Institute, London, 2000.

16

A. Mee, .

17

N. Selwyn, in Distrusting educational technology: critical questions for changing times, Routledge, Abindgon, 2014, pp. 1–19.

18

H. Jenkins, in Convergence culture: where old and new media collide, New York UP, New York, 2006, pp. 169–205.

19

J. P. Gee, in Situated language and learning: a critique of traditional schooling, Routledge, London, 2004, vol. Literacies, pp. 70–82.

20

M. Lister, New media: a critical introduction, Routledge, Milton Park, Abingdon, Oxon, 2nd ed., 2009.

21

Ringrose, Jessica; Gill, Rosalind; Livingstong, Sonia; Harvey, Laura, .

22

M. Lister, in *New media: a critical introduction*, Routledge, London, 2nd ed., 2009, pp. 202–235.

23

Teaching media in primary schools, SAGE, Los Angeles, 1st ed., 2010.

24

C. Beavis and I. Snyder, *Doing literacy online: teaching, learning, and playing in an electronic world*, Hampton Press, Cresskill, N.J., 2004, vol. *New dimensions in computers and composition*.

25

D. Bell and B. M. Kennedy, *The cybercultures reader*, Routledge, Abingdon, 2nd ed., 2007.

26

W. Benjamin and J. A. Underwood, *The work of art in the age of mechanical reproduction*, Penguin, London, 2008, vol. *Penguin great ideas*.

27

D. Buckingham, *Beyond technology: children's learning in the age of digital culture*, Polity, Cambridge, 2007.

28

S. Birkerts, *The Gutenberg elegies: the fate of reading in an electronic age*, Faber and Faber, New York, 2006.

29

N. Blake, in *Enquiries at the interface: philosophical problems of online education*, Blackwell, Oxford, 2000.

30

M. Gillespie, J. Toynbee, and Open University, *Analysing media texts*, Open University Press in association with The Open University, Maidenhead, 2006.

31

D. Buckingham, *Children talking television: the making of television literacy*, Falmer, London, 1993.

32

D. Buckingham and J. Sefton-Green, *Cultural studies goes to school: reading and teaching popular media*, Taylor & Francis, London, 1994, vol. *Critical perspectives on literacy and education*.

33

D. Buckingham, *After the death of childhood: growing up in the age of electronic media*, Polity Press, Cambridge, UK, 2000.

34

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

35

D. Buckingham and University of London. Institute of Education, *Schooling the digital generation: popular culture, the new media and the future of education*, Institute of Education, University of London, London, 2005.

36

A. N. Burn, *Making new media: creative production and digital literacies*, Peter Lang, New York, 2009, vol. *New literacies and digital epistemologies*.

37

J. Cassell and H. Jenkins, *From Barbie to Mortal Kombat: gender and computer games*, MIT, Cambridge, Mass, 1998.

38

J. Coiro, *Handbook of research on new literacies*, Lawrence Erlbaum Associates, New York, 2008.

39

B. Cope and M. Kalantzis, *Multiliteracies: literacy learning and the design of social futures*, Routledge, London, 2000, vol. *Literacies*.

40

P. Cope, *Digital video and PC editing*, Hodder Headline, London, 2003, vol. *Teach yourself*.

41

L. Cuban and Teachers College, Columbia University, *Teachers and machines: the classroom use of technology since 1920*, Teachers College, Columbia University, New York, 1986.

42

Jeffrey Earp, .

43

P. Du Gay and Open University, *Doing cultural studies: the story of the Sony Walkman*, Sage, in association with The Open University, London, 1997, vol. Culture, media and identities.

44

B. S. De Abreu, *Media literacy, social networking, and the Web 2.0 environment for the K-12 educator*, Peter Lang, New York, 2011, vol. *Minding the media : critical issues for learning and teaching*.

45

G. Frasca, in *First person: new media as story, performance, and game*, MIT Press, Cambridge, Mass, 2004.

46

J. D. Frechette and R. Williams, *Media education for a digital generation*, Routledge, New York, 2016, vol. *Routledge research in cultural and media studies*.

47

D. Gauntlett and R. Horsley, Eds., *Web.studies*, Bloomsbury Academic, London, 2nd edition., 2010.

48

C. B. Gloman, *No-budget digital filmmaking: how to create professional-looking videos for little or no cash*, McGraw-Hill, New York, 2003.

49

E. Himonides, in *The Oxford handbook of music education: Volume I*, Oxford University Press, New York, 2012.

50

B. Hodge and G. R. Kress, *Social semiotics*, Polity Press in association with Basil Blackwell, Cambridge, 1988.

51

H. Jenkins, *Convergence culture: where old and new media collide*, New York UP, New York, 2006.

52

J. Jenson and S. de Castell, *Eludamos*.

53

C. Jewitt, *Technology, literacy and learning: a multimodal approach*, Routledge, London, 2006.

54

H. Knoblauch, *PowerPoint, communication, and the knowledge society*, Cambridge University Press, New York, First paperback edition., 2014, vol. *Learning in doing: social, cognitive and computational perspectives*.

55

J. J. Bezemer and G. R. Kress, *Multimodality, learning and communication: a social semiotic frame*, Routledge, Taylor & Francis Group, London, 2016.

56

J. P. Gee, *What video games have to teach us about learning and literacy*, Palgrave Macmillan, Basingstoke, Rev. and updated ed., 2007.

57

P. Lacasa, Learning in real and virtual worlds: commercial video games as educational tools, Palgrave Macmillan, New York, 2013, vol. Palgrave Macmillan's digital education and learning series.

58

S. Bayne and R. Land, Digital difference: perspectives on online learning, Sense, Rotterdam, 2011, vol. Educational futures : rethinking theory and practice.

59

B. Laurel, Computers as theatre, Addison-Wesley, Reading, Mass. ; Wokingham, 1993.

60

C. Lankshear, M. Peters and M. Knobel, in Enquiries at the interface: philosophical problems of online education, Blackwell, Oxford, 2000.

61

L. A. Lievrouw and S. Livingstone, Handbook of New Media: Student Edition, SAGE Publications, London, 2005.

62

S. Livingstone, Young people and new media: childhood and the changing media environment, SAGE, London, 2002.

63

M. McLuhan, Q. Fiore and J. Agel, The medium is the message: an inventory of effects, Gingko Press, Corte Madera, CA, 2001.

64

J. Monaco, How to read a film: the world of movies, media, and multimedia : language, history, theory, Oxford University Press, New York, 3rd ed., completely revised and

expanded., 2000.

65

G. Moss, *Un/popular fictions*, Virago, London, 1989, vol. Virago education series.

66

B. Pollmüller and M. Sercombe, *The teachers' animation toolkit*, Continuum, London, 2011.

67

M. Poster, *The second media age*, Polity Press, Cambridge, UK, 1995.

68

O. Quinian, .

69

J. Sawday and N. Rhodes, *The Renaissance computer: knowledge technology in the first age of print*, Routledge, London, 2000.

70

K. S. Tekinbaş and E. Zimmerman, *Rules of play: game design fundamentals*, MIT P., Cambridge, Mass, 2004.

71

N. Selwyn, *Telling tales on technology: qualitative studies of technology and education*, Ashgate, Aldershot, 2002, vol. Cardiff papers in qualitative research.

72

N. Selwyn, Education and technology: key issues and debates, Continuum, London, 2011.

73

N. Selwyn, Schools and schooling in the digital age: a critical analysis, Routledge, London, 2011, vol. Foundations and futures of education.

74

D. Carr, D. Laurillard, R. Noss, N. Selwyn, Economic and Social Research Council, Engineering and Physical Sciences Research Council, and Teaching and Learning Research Programme, Education 2.0?: designing the web for teaching and learning, Teaching and Learning Research Programme, London, 2008, vol. TLRP commentaries.

75

A. Simmons, Drama with movie-making and animation, TTS Group, Kirkby-in-Ashfield, 2012, vol. Learning journeys with ICT.

76

J. Slevin, The internet and society, Polity P., Cambridge, 2000.

77

T. Stafford, Teaching visual literacy in the primary classroom: comic books, film, television and picture narratives, Routledge, London, 2011.

78

B. V. Street, Social literacies: critical approaches to literacy in development, ethnography and education, Longman, London, 1995, vol. Real language series.

79

T. L. Taylor, Play between worlds: exploring online game culture, MIT Press, Cambridge,

Mass, 2006.

80

P. P. Trifonas, Ed., Learning the virtual life: public pedagogy in a digital world, Routledge, New York, 2012.

81

P. White, Basic digital recording, SMT, London, 2000.

82

R. Williams, Keywords: a vocabulary of culture and society, Routledge, London, 2011, vol. Routledge revivals.