Media and Digital Humanities

Note: In constructing a list for an examination, all students must begin with the works in the “Core” list below and choose two of the modules below it to supplement the core. The Department’s normal rules for substitutions in Field Lists (see departmental Web site) may then be applied to the resulting list. As an alternative, students preparing this list for a major field examination (only) may propose one module in addition to the modules presented here, and combine that with both the works in the “Core” list and those in one of the already-existing modules. This second option allows students to add a concentration of their own from the general area of Media and Digital Humanities (such as “Electronic Editing” or “The Graphic Novel” or “Book History”) that is not yet represented in this field list.

1. Core


Barthes, Roland. *Mythologies.*


Bennett, Tony. *Bond and Beyond: the Political Career of a Popular Hero.*


Bordwell, David. “Some Theories of Narration.” *Narration and the Fiction Film.*


Castells, Manuel, *Communication Power.*

Calhoun, Craig. *Habermas and the Public Sphere.*

Carey, James W. *Communication as Culture: Essays on Media and Society.*

Carroll, Noel. *Engaging the Moving Image.*

Debord, Guy. *The Society of the Spectacle.*

Deleuze, Gilles. *Difference and Repetition*


de Lauretis, Teresa. *Technologies of Gender: Essays on Theory, Film, and Fiction.*


Foucault, Michel. “Of Other Spaces.” *Diacritics* 16 (Spring 1986), 22-27.

Grossberg, Lawrence. “Part 1: Cultural Theory, Cultural Studies.” *Bringing It All Back Home*

Grosz, Elizabeth. *Chaos, Territory, Art: Deleuze and the Framing of the Earth.*

Habermas, Jürgen. *The Structural Transformation of the Public Sphere: An Inquiry into a Category of Bourgeois Society.*


Hayles, Katherine. *How We Became Posthuman.*

Hayles, Katherine. *Writing Machines.*


Hesmondhalgh, David, *The Cultural Industries.*


Innis, Harold A. *The Bias of Communication.*

Jameson, Fredric. “The Cultural Logic of Late Capitalism.” *Postmodernism, or the Cultural Logic of Late Capitalism.*

Jenkins, Henry. *Convergence Culture: Where Old and New Media Collide.*


Manovich, Lev. *The Language of New Media.*


Nelson, Theodor Holm. *Literary Machines.*


Ong, Walter. *Orality and Literacy.*


Postman, Neil. *Amusing Ourselves to Death.*


Staiger, Janet. *Media Reception Studies.*

Staiger, Janet. *Convergence Media History.*

Williams, Raymond. *Keywords.*

Williams, Raymond. *Marxism and Literature.*


2. Modules

**DIGITAL POETICS AND DIGITAL POETRY**


Jackson, Shelley. *Patchwork Girl.* Eastgate Systems. CD ROM.


Morris, Adalaide. “New Media Poetics: As we May Think/How to Write.” New Media Poetics: Contexts, Technotexts, and Theories.


DIGITAL HUMANITIES


Moretti, Franco. Graphs, Maps, Trees: Abstract Models for a Literary History


Rockwell, Geoffrey et al. TAPoR. Web.


Shillingsburg, Peter L. *From Gutenberg to Google: Electronic Representations of Literary Texts*.


**FILM & TELEVISION**

Bellour, Raymond. *The Analysis of Film*.

Bordwell, David. *Narration in the Fiction Film*.

Bourdieu, Pierre. *On Television*.


Doane, Mary Ann. *Femmes Fatale: Feminism, Film Theory and Psychoanalysis*.


Fiske, John. *Television Culture*.

Friedberg, Anne. *Window Shopping: Cinema and the Postmodern*.

Gitlin, Todd. *Inside Prime Time*.


hooks, bell. *Black Looks: Race and Representation*.


Metz, Christian. *Film Language: A Semiotics of the Cinema*. 
Miller, Toby. *Cultural Citizenship: Cosmopolitanism, Consumerism, and Television in a Neoliberal Age.*

Morley, David. *Home Territories: Media, Mobility, and Identity.*


Turner, Graeme. *Film as Social Practice*, 4th ed.

Williams, Raymond. *Television: Technology and Cultural form.*

**INTERACTIVE DIGITAL NETWORKS**


Baudrillard, J. *The Ecstasy of Communication.*


Egenfeldt-Nielsen, Simon; Smith, Jonas; and Tosca, Susana. *Understanding Video Games: The Essential Introduction.*


Harris, Jan Li. *Digital Matters: Theory and Culture of the Matrix.*


Jenkins, Henry. *Fans, Bloggers, and Gamers: Exploring Participatory Culture.*


Lundby, Knut. *Digital Storytelling.*


Myers, Greg. *Discourse of Blogs and Wikis.*

Papcharissi, Zizi. *A Networked Self: Identity, Community and Culture on Social Network Sites.*

David Myers “The Video Game Aesthetic: Play as Form.”

Andreas Gregersen and Torben Grodal “Embodiment and Interface”

Sheila Murphy. “This is Intelligent Television.”


Jason Wilson. “Participation TV’: Videogame Archeology and New Media Art.”


Poster, Mark. “Community, New Media, Posthumanism: An Interview with Mark Poster.” The Information Subject: Essays.


Terashima, Nobuyoshi and John Tiffin. eds. HyperReality: Paradigm for the Third Millennium.


Turkle, Sherry. Life on the Screen: Identity in the Age of the Internet.


MEDIA HISTORY

Acland, Charles R. Residual Media.


Birkerts, Sven. The Gutenberg Elegies: the Fate of Reading in an Electronic Age.

Briggs, Asa. A Social History of the Media: From Gutenberg to the Internet.

Clanchy, M.T. From Memory to Written Record: England 1066 - 1307.

Darnton, Robert. The Case for Books.

Derrida, Jacques. Of Grammatology.

Eisenstein, Elizabeth. The Printing Press as an Agent of Change, Part One.

Ellul, Jacques. “Chapter 1—Techniques." The Technological Society

Goody, Jack. The Interface Between the Written and the Oral.

Kittler, Friedrich. Gramophone, Film, Typewriter.

Kittler, Friedrich. Optical Media.

Mattelart, Armand. *The Invention of Communication.*


Ong, Walter J. *Orality and Literacy: The Technologizing of the Word.*


Winston, Brian. *Media Technology and Society: a History: From the Telegraph to the Internet.*