



Stockholms
universitet

Kurslitteratur / Course literature

MK1034, Internet och digitala medier

Kursansvarig / Course coordinator: Jörgen Skågeby, jorgen.skageby@ims.su.se

Kurstexter (böcker som införskaffas av studenten) / Course Texts (books to be purchased by the student):

Lindgren, Simon (2017) *Digital Media & Society*, London: Sage. (kap 1-6, 10, 12, 17)

E-texter (som kan lånas från Stockholms universitetsbibliotek) / Course Texts (online*):**

Texter som tillhandahålls av institutionen (i kompendium* eller på Athena): / Course texts provided by the Department (in course pack* or on Athena**):**

Bolter & Grusin (1999) The Double Logic of Remediation. In *Remediation*, MIT Press. [pdf]

Castells, M. (2011). A Network Theory of Power. *International Journal of Communication* 5: 773–787.

Gillespie, T. (2014) The Relevance of Algorithms. In T. Gillespie, P. Boczkowski, and K. Foot (eds) *Media Technologies*. Cambridge, MA: MIT Press. [pdf]

Grusin, R.A. (2004) Premediation. *Criticism* 46(1): 17-39.

Hertz & Parikka (2012) Zombie Media: Circuit Bending Media Archaeology into an Art Method. *Leonardo* 45(5): 424-430.

Snickars, P. (2014) Information Overload. In Jonas Nordin, Pelle Snickars & Otfried Czaika (eds.) *Information som problem*. Stockholm: KB. [pdf]

van Dijck & Poell (2013) Understanding Social Media Logic. *Media & Communication* 1(1): 2-14.

van Dijck (2013) *The Culture of Connectivity: A Critical History of Social Media*. Kapitel 2: Dissassembling Platforms, Reassembling Sociality. Oxford: Oxford University Press. [pdf]

Artiklar online eller pdf (extensiv läsning):

Bardzell, J. (2009) Interaction Criticism – How to do it. [pdf]

Berry, D. M. (2013). Against Remediation. In G. Lovink & M. Rasch (Eds.), *Unlike Us Reader: Social Media Monopolies and their Alternatives* (pp. 31-49). Amsterdam: Institute of Network Cultures. [pdf]

Skågeby, J. (2011) Conceptions of New Media: towards analytical dimensions. *Cyberstudies Journal* (special issue on “Best of IR11.0”).

Tanenbaum, J. (2014). Design Fictional Interactions: Why HCI Should Care About Stories. *Interactions* 21(5): 22-23.
