

Contents

| | |
|---|----|
| Acknowledgements | x |
| Introduction | 1 |
| <i>Revolutionary Technologies?</i> | 2 |
| Determinisms | 3 |
| The social determination of technology | 4 |
| Technological enablement | 5 |
| Base, superstructure, infrastructure | 7 |
| <i>The structure of the book</i> | 9 |
| 1 Key Elements of Digital Media | 12 |
| <i>Technical Processes</i> | 14 |
| Digital | 14 |
| Networked | 15 |
| Interactive | 15 |
| Hypertextual/Hypermediated | 17 |
| Automated | 19 |
| Databased | 20 |
| <i>Cultural Forms</i> | 21 |
| Context (or lack of it) | 22 |
| Variability | 24 |
| Rhizome | 26 |
| Process | 29 |
| <i>Immersive Experiences</i> | 30 |
| Telepresence | 31 |
| Virtuality | 32 |
| Simulation | 33 |
| <i>Case Study: What Are Video Games? A Conundrum of Digital Culture</i> | 39 |
| Are video games ‘narratives’? | 40 |
| Are video games ‘games’? | 41 |
| Are video games ‘simulations’? | 42 |
| <i>Conclusion</i> | 43 |
| <i>Further Reading</i> | 44 |
| <i>Notes</i> | 44 |

| | | |
|----------|---|-----|
| 2 | The Economic Foundations of the Information Age | 46 |
| | <i>Post-industrialism</i> | 49 |
| | Problems with the post-industrial thesis | 51 |
| | <i>The Information Society</i> | 52 |
| | <i>Post-Fordism and Globalisation</i> | 54 |
| | <i>Informationalism and the Network Society</i> | 57 |
| | The structure of networks | 60 |
| | The space of flows and timeless time | 61 |
| | Network economy and network enterprise | 62 |
| | <i>Weightless Economies, Intellectual Property and the Commodification of Knowledge</i> | 64 |
| | Weightless money | 64 |
| | Weightless services | 65 |
| | Weightless products | 66 |
| | The advantages of a weightless economy | 66 |
| | (Intellectual) property in a weightless economy | 67 |
| | Information feudalism | 69 |
| | <i>Conclusion</i> | 70 |
| | <i>Further Reading</i> | 71 |
| 3 | Convergence and the Contemporary Media Experience | 72 |
| | <i>Technological Convergence</i> | 73 |
| | <i>Regulatory Convergence</i> | 75 |
| | <i>Media Industry Convergence</i> | 77 |
| | Concerns about media convergence | 79 |
| | <i>Convergence Culture and the New Media Experience</i> | 81 |
| | The creation of cross-media experiences | 82 |
| | Participatory media culture | 83 |
| | Collective intelligence | 85 |
| | <i>Producers, Consumers and ‘Prodsusage’</i> | 86 |
| | <i>Case Study: The Changing Culture Industry of Digital Music</i> | 88 |
| | The diginisation of music and its discontents | 89 |
| | ‘Mash-ups’ and the crisis of authorship in digital culture | 90 |
| | Digital music cultures and music consumption | 92 |
| | <i>Conclusion</i> | 93 |
| | <i>Further Reading</i> | 94 |
| 4 | Digital Inequality: Social, Political and Infrastructural Contexts | 95 |
| | <i>‘Digital Divides’ and ‘Access’</i> | 98 |
| | Domestic Digital Divides | 99 |
| | <i>Global Digital Divides</i> | 101 |
| | <i>Mobile Phones, Access and the Developing World</i> | 104 |

| | |
|---|-----|
| Economic reasons | 106 |
| Social reasons | 106 |
| Legislative reasons | 107 |
| <i>The Benefits of Mobile Telephony for the Developing World</i> | 107 |
| <i>Conclusion</i> | 109 |
| <i>Further Reading</i> | 109 |
| 5 ‘Everyone is Watching’: Privacy and Surveillance in Digital Life | 111 |
| <i>The Changing Cultural Contexts of Privacy</i> | 113 |
| Privacy as a legal construction: a contradiction? | 114 |
| <i>Digital Surveillance: Spaces, Traces and Tools</i> | 116 |
| Key tools of digital surveillance | 117 |
| <i>The Rise of Surveillance: Causes and Processes</i> | 119 |
| Security imperatives: surveillance and the nation-state | 120 |
| Surveillance, control imperatives and bureaucratic structures | 121 |
| Techno-logic | 122 |
| <i>Commercial Imperatives and the Political Economy of Surveillance</i> | 122 |
| Marketing and personal data collection | 122 |
| Databases, data-mining, and discourses | 124 |
| The power of profiling | 125 |
| Databases and profiling: pro’s and con’s | 127 |
| <i>Why Care About a Surveillance Society?</i> | 128 |
| <i>Conclusion</i> | 132 |
| <i>Further Reading</i> | 133 |
| 6 Information Politics, Subversion and Warfare | 134 |
| <i>The Political Context of Information Politics</i> | 135 |
| <i>ICT-Enabled Politics</i> | 138 |
| Visibility | 139 |
| Internal organisation and mobilisation | 141 |
| External collaboration and coordination | 141 |
| Flexible organisation and ‘smart mobs’ | 143 |
| Permanent political campaigns: linear collaboration | 143 |
| An internet public sphere? | 144 |
| <i>Digital Disobedience: ICT-Based Activism</i> | 147 |
| <i>ICTs and Mainstream Politics</i> | 148 |
| <i>Cyber Politics by Another Means: Cyber Warfare</i> | 151 |
| Cyber warfare as network-centric warfare | 152 |
| Cyber warfare as information warfare | 153 |
| Cyber warfare as espionage | 154 |
| Cyber warfare as economic sabotage | 154 |
| Cyber warfare as critical infrastructure attack | 155 |

| | |
|---|-----|
| Adjunct attacks | 155 |
| <i>Conclusion: Networks and Power</i> | 156 |
| <i>Further Reading</i> | 157 |
| <i>Notes</i> | 158 |
| 7 Digital Identity | 159 |
| <i>'Objects to Think With': Early Internet Studies and Poststructuralism</i> | 162 |
| <i>Personal Home Pages and the 'Re-Centring' of the Individual</i> | 164 |
| <i>Personal Blogging, Individualisation and the Reflexive Project of the Self</i> | 168 |
| <i>Social Networks, Profiles and Networked Identity</i> | 170 |
| <i>Avatar and Identity</i> | 173 |
| <i>Case Study: Cybersex, Online Intimacy and the Self</i> | 176 |
| The late-modern context of love and intimacy | 177 |
| Cybersex: a novel from of intimacy | 178 |
| <i>Conclusion</i> | 181 |
| <i>Further Reading</i> | 183 |
| <i>Notes</i> | 183 |
| 8 Social Media and the Problem of Community: | |
| Space, Relationships, Networks | 184 |
| <i>Searching for Lost Community: Urbanisation, Space and Scales of Experience</i> | 185 |
| <i>Community, Globalisation, Technology and Individualism</i> | 187 |
| <i>'Virtual' Communities: The Next Step?</i> | 189 |
| The virtues of virtual communities | 190 |
| The vices of virtual community | 192 |
| The reality of the situation | 195 |
| <i>Network Societies, Network Socialities and Networked Individualism</i> | 197 |
| The network society revisited | 197 |
| Networked individualism | 199 |
| The truth about networks | 199 |
| <i>Case Study: Social Networking, Microblogging, Language and Phatic Culture</i> | 201 |
| Technology, presence and the post-social | 202 |
| Language, technology and phatic communication | 203 |
| <i>Conclusion</i> | 205 |
| <i>Further Reading</i> | 206 |
| <i>Notes</i> | 206 |
| 9 The Body and Information Technology | 207 |
| <i>The Body, Technology and Society</i> | 208 |
| <i>The Posthuman</i> | 210 |
| Cyborgs | 211 |
| Material as information 1: extropianism and disembodiment, or 'flesh made data' | 214 |

| | |
|--|-----|
| Material as information 2: technological embodiment or 'data made flesh' | 216 |
| <i>Technology, Embodiment Relations and 'Homo Faber'</i> | 218 |
| Embodiment relation and mobile technologies | 220 |
| <i>Conclusion</i> | 222 |
| <i>Further Reading</i> | 223 |
| <i>Notes</i> | 223 |
| | |
| Conclusion: Base, Superstructure and Infrastructure (Revisited) | 224 |
| | |
| References | 227 |
| | |
| Index | 249 |