

The study of new literacies is quickly emerging as a major research field. This book “samples” work in the broad area of new literacies research along two dimensions. First, it samples some typical examples of new literacies—video gaming, fan fiction writing, weblogging, role play gaming, using websites to participate in affinity practices, memes, and other social activities involving mobile technologies. Second, the studies collectively sample from a wide range of approaches potentially available for researching and studying new literacies from a sociocultural perspective. Readers will come away with a rich sense of what new literacies are, and a generous appreciation of how they are being researched.