CONTENTS

	Series Introduction Introduction 1 Media Archaeology and Mediation: The Magic Lantern as an	
1	Media Archaeology and Mediation: The Magic Lantern as an Object of Theoretical Reflection Francisco Javier Frutos-Esteban and Carmen López-San Segundo	1
2	Intangible Photography Grant Rivers and Chris Ingraham	22
3	Cinema Studies Sean Maher	40
4	Video: Aesthetics/Agonism/Anti-Dialectics Timothy Barker	55
5	Uneasy Intimacies: Acoustic Space and Machines of Presence Adam Hulbert	70
6	Ante-Narrative and the Animated Time Image Hotessa Laurence	88

vi Contents

7	The Medium of Comics; or the Art of Co-Presence Neal Curtis	103
8	Visualizing the News: Conceptual Foundations and Emerging Technology <i>Russell Chun</i>	122
9	Facilitating Communicative Environments: An Exploration of Game Modalities as Facilitators of Prosocial Change Jessica Wendorf Muhamad, Karen Schrier and Laura-Kate Huse	141
10	Augmented Reality Aarón Rodríguez Serrano, Marta Martín Núñez and Shaila García Catalán	163
11	Social Media <i>Tanner Mirrlees</i>	177
12	The Rise of Consumer Generated Content and Its Transformative Effect on Advertising Naim Çınar	193
13	Music in Streams: Communicating Music in the Streaming Paradigm <i>Anja Nylund Hagen</i>	210
14	Digital Copyright Steve Collins and Sherman Young	225
15	Reimagining Copies in Digital Networks <i>Margie Borschke</i>	239
16	Questioning Algorithms and Agency: Facial Biometrics in Algorithmic Contexts <i>Michele Willson</i>	252
17	Digital Privacy and Interdisciplinarity: Tendencies, Problems, and Possibilities <i>Thomas N. Cooke</i>	267

•

18	Reimagining Communication with Conversational User	
	Interfaces: Anthropomorphic Design and Conversational User Experience	287
	Sergio Sayago and Josep Blat	
19	Brain-Computer Interface David J. Gunkel	303
List	List of Contributors	
Ind	Index	

,

.