

CULTURE OF EFFICIENCY

 Technology in Everyday Life



Edited by
Sharon Kleinman

The Culture Of Efficiency Technology In Everyday Life Digital Formations

Heidi A. McKee, James E. Porter



The Culture Of Efficiency Technology In Everyday Life Digital Formations:

The Culture of Efficiency Sharon Kleinman, 2009 The Culture of Efficiency Technology in Everyday Life reveals how people are managing exploiting and resisting technological developments in the digital age In this unique volume distinguished experts from a broad range of fields candidly show how the latest technologies are being used to transform and control nitty gritty aspects of life from conception onward and the surprising benefits and consequences Bold and provocative The Culture of Efficiency is for everyone concerned with efficiency and effectiveness It offers fresh insights about social trends practical suggestions for improving everyday life and vital forecasts about the future of work and leisure This is essential reading for researchers professionals and students in communication sociology education anthropology psychology organizational science operations management marketing gender studies environmental studies American studies healthcare and social policy Overall the volume offers a rich interpretation of the meaning of living in a culture of efficiency Digital Fandom Paul Booth, 2010 This book re evaluates the way we examine today s digital media environment By looking at how popular culture uses different digital technologies Digital Fandom bolsters contemporary media theory by introducing new methods of analysis Using the exemplars of alternate reality gaming and fan studies this book takes into account a particular philosophy of playfulness in today s media in order to establish a new media studies Digital Fandom augments traditional studies of popular media fandom with descriptions of the contemporary fan in a converged media environment The book shows how changes in the study of fandom can be applied in a larger scale to the study of new media in general and formulates new conceptions of traditional media theories In this web 2 0 world where community and not content is king the fan marks a new form of interactive subjectivity that deconstructs the usual categories of consumer and producer Paul Booth s Digital Fandom breaks new ground in the investigation of this subject demonstrating how it reorganizes and reorients the field of new media studies David J Gunkel Presidential Teaching Professor Northern Illinois University Author of Hacking Cyberspace and Thinking Otherwise From blogs to ARGs wikis to social networking sites Paul Booth provides an in depth tour of how fans straddle and traverse the boundary between television and digital media With a theoretically rich analytic eye Digital Fandom breaks new ground for the next generation of media scholarship Jason Mittell Middlebury College Author of Television American Culture **BOOK JACKET** *Cybersounds* Michael D. Ayers, 2006 Textbook **The Ethics of Internet Research** Heidi A. McKee, James E. Porter, 2009 Drawing from interviews with Internet researchers from across the globe who work in diverse disciplines and in a wide array of online venues this book examines ethical issues and questions that Internet researchers may encounter throughout the research process Although the ethics of Internet research are complex the aim of the book is to provide a rhetorical case based process to aid researchers in ethical decision making In doing so the book provides Internet researchers with useful resources and heuristics for engaging in ethical practices interactions and problem solving for their research **Web History** Niels Brügger, 2010 This is the first edited volume to put the emerging

field of web history on the agenda of internet research Sixteen original chapters investigate how the use of the web has developed in the realm of web culture at large as well as how the organization of web industries and old media institutions on the web have changed A number of fundamental theoretical and methodological questions related to doing web history are also examined The collection aims to explore some of the possible ways of approaching the web of the past based on the assumption that the past is not only important for historical purposes but because it must be taken into consideration in order to fully understand the web of the present and the web of the future The book includes a foreword by Charles Ess and contributions from Kirsten Foot Steven Schneider Alexander Halavais Ken Hillis and more

Digital Religion, Social Media, and Culture Pauline Hope Cheong, 2012 This anthology the first of its kind in eight years collects some of the best and most current research and reflection on the complex interactions between religion and computer mediated communication CMC The contributions cohere around the central question how will core religious understandings of identity community and authority shape and be re shaped by the communicative possibilities of Web 2 0 The authors gathered here address these questions in three distinct ways through contemporary empirical research on how diverse traditions across the globe seek to take up the technologies and affordances of contemporary CMC through investigations that place these contemporary developments in larger historical and theological contexts and through careful reflection on the theoretical dimensions of research on religion and CMC In their introductory and concluding essays the editors uncover and articulate the larger intersections and patterns suggested by individual chapters including trajectories for future research

Second Life, Media, and the Other Society Phylis Johnson, 2010 This book examines the convergence of media in the largest residential virtual community to date in the gaming world Second Life This user content driven platform has brought media makers and audiences together in interactive environments where news entertainment and art have become programming for virtual media networks with implications for traditional mainstream programming and distribution New media moguls are emerging from Second Life and expanding to the larger Metaverse This book explores media s role in reporting and reflecting the social political and economic issues within Second Life and beyond and includes more than a dozen interviews of active Second Life residents

Young Children in Digital Society Susan Edwards, Leon Straker, 2025-06-02 Moving the conversation about young children and digital technologies away beyond good or bad Susan Edwards and Leon Straker present an innovative perspective to educators researchers and communities on how to support young children to learn and thrive safely in a digital society This book marks a turning point in research concerning young children and technologies Instead of focussing on the impacts of technology on children in ways that generate conflicting information advice and opinions this book centres on understanding how children live learn and play in digital society and how the adults in their lives can actively create opportunities that support them to participate safely so that they can thrive Based on a groundbreaking research project in partnership with industry this text showcases the development of well designed end user

content and materials such as videos infographics and books that best support young children and their adults living learning and playing in digital society It includes practical examples for early childhood educators and broader communities such as ways to promote physical activity with digital technologies support children with online safety facilitate peer relationships using technologies and engage in digital play for learning For a closer look into the additional resources and support available visit <https://youngchildrendigitalsociety.com.au> A refreshing perspective on young children and digital technology this book is set to become a foundational text for early childhood educators policy makers and communities

Imitation Market Modeling in Digital Economy: Game Theoretic Approaches Elena G. Popkova, 2022-01-21 This book includes the best studies on the results of the International Scientific and Practical Conference New behaviors of market players in the digital economy which was held by the Institute of Scientific Communications on July 8 2021 online in YouTube format This book is devoted to the study of digital economy markets from the standpoint of various market players society consumers entrepreneurship and the state from the standpoint of various sciences economic managerial social and legal which ensures the multidisciplinary of the book The uniqueness of the book lies in the application of a new scientific and methodological approach to the study of digital economy markets simulation modeling The advantages of a game based scientific and methodological approach to reducing the uncertainty of economic processes and systems a combination of quantitative and qualitative analytical methods a systematic consideration of economic processes and systems from a socio economic point of view make it especially suitable for studying digital economy markets The book identifies the impact of globalization and digitalization on the modern economy and industry markets The trends and features of the use of advanced technologies in the digital economy markets are studied The modern practices of business management and business integration in the digital economy are considered The foundations of economic security and sustainable development of markets and enterprises in the digital economy are revealed The book is suitable for scientists studying the markets of the digital economy who will find in it scientific and methodological recommendations and developments on the application of game theory as well as ready simulation models of the digital economy markets

Global Youth in Digital Trajectories Michalis Kontopodis, Christos Varvantakis, Christoph Wulf, 2017-03-27 This book explores the most recent developments regarding youth and media in a global perspective With interdisciplinary contributions from international experts this collection shows that the differentiation between an offline world and an online world is inapplicable to the lives of most young people It examines which new anthropological and cultural historical conditions and changes arise in connection with the widespread presence of digital media in the lives of the networked teens The volume demonstrates the pedagogic potential of digital media to achieve inclusive and quality education for all However it also analyses the digital productions and virtual communication of young people in the context of economic crisis showing the great political potential of digital culture This collection also represents an innovative contribution to virtual research methods introducing research carried

out using methods which traverse the boundaries between youth life online and youth life offline so as to examine how digital and mobile technologies mediate young people's communication with each other and with the world

The British National Bibliography Arthur James Wells, 2009

Internet Daemons Fenwick McKelvey, 2018-10-30 A complete history and theory of internet daemons brings these little known but very consequential programs into the spotlight We're used to talking about how tech giants like Google Facebook and Amazon rule the internet but what about daemons Ubiquitous programs that have colonized the Net's infrastructure as well as the devices we use to access it daemons are little known Fenwick McKelvey weaves together history theory and policy to give a full account of where daemons come from and how they influence our lives including their role in hot button issues like network neutrality Going back to Victorian times and the popular thought experiment Maxwell's Demon McKelvey charts how daemons evolved from concept to reality eventually blossoming into the pandemonium of code based creatures that today orchestrates our internet Digging into real life examples like sluggish connection speeds Comcast's efforts to control peer to peer networking and Pirate Bay's attempts to elude daemon control and skirt copyright McKelvey shows how daemons have been central to the internet greatly influencing everyday users Internet Daemons asks important questions about how much control is being handed over to these automated autonomous programs and the consequences for transparency and oversight

Documentation Abstracts, 1997

EDRA; Proceedings of the Annual Environmental Design Research Association Conference Environmental Design Research Association, 2007

Leonardo, 1994 International journal of contemporary visual artists

Textile Asia, 2004

Sociological Abstracts Leo P. Chall, 2004 CSA Sociological Abstracts abstracts and indexes the international literature in sociology and related disciplines in the social and behavioral sciences The database provides abstracts of journal articles and citations to book reviews drawn from over 1 800 serials publications and also provides abstracts of books book chapters dissertations and conference papers

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