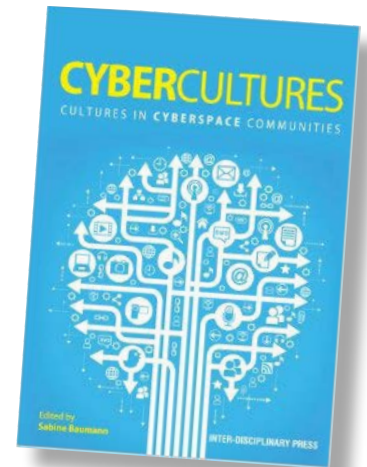# FOR THE
Love
OF
Books

"Outside of a dog, a book is man's best friend. Inside of a dog it's too dark to read."

~GROUCHO MARX

CYBERCULTURES: CULTURES IN CYBERSPACE COMMUNITIES

BY SABINE BAUMAN

Cybercultures: Cultures in Cyberspace Communities is a collection of essays that investigate the interaction of the real and the virtual life and their mutual influence on how members of communities adapt their behaviour in changing contexts. Especially the impact of virtually created identities with regards to personality and identity in real lives is a focal point for continuous exploration of individuals, nations or organisations. Conversations in cyber communities often extend those of the real world to previously unavailable or complicated subjects (both in the sense of topic and/or recipients), including reverse projections of cybercultural expressions and objects to the offline world. Conceptualising the habitat of cyberspaces needs a spatial praxis that ultimately provides orientation in the non-physical and potentially unlimited virtual space through reflections of cybergeography and maps of community networks.
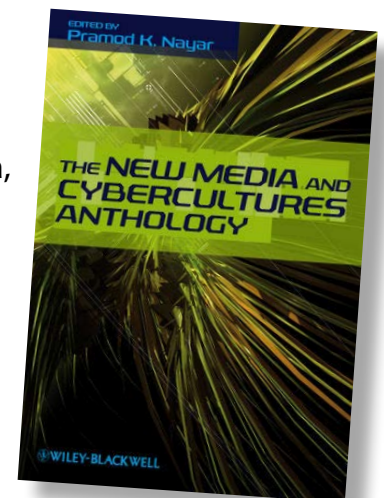
THE NEW MEDIA AND CYBERCULTURES ANTHOLOGY

PRAMOD K. NAYAR

Moving beyond traditional cyberculture studies paradigms in several key ways, this comprehensive collection marks the increasing convergence of cyberculture with other forms of media, and with all aspects of our lives in a digitized world.

- Includes essential readings for both the student and scholar of a diverse range of fields, including new and digital media, internet studies, digital arts and culture studies, network culture studies, and the information society

- Incorporates essays by both new and established scholars of digital cultures, including Andy Miah, Eugene Thacker, Lisa Nakamura, Chris Hables Gray, Sonia Livingstone and Espen Aarseth

- Created explicitly for the undergraduate student, with comprehensive introductions to each section that outline the main ideas of each essay

- Explores the many facets of cyberculture, and includes sections on race, politics, gender, theory, gaming, and space

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