

CONTENTS

<i>Acknowledgements</i>	x
INTRODUCTION	1
Revolutionary technologies?	2
Determinisms	3
The social determination of technology	4
Technological enablement	5
Base, superstructure, infrastructure	7
The structure of the book	10
1 KEY ELEMENTS OF DIGITAL MEDIA	15
Technical processes	18
Digital	18
Networked	18
Interactive	19
Hypertextual/hypermediated	20
Automated	22
Databased	24
Cultural forms	25
Context (or lack of it)	27
Variability	29
Rhizome	30
Process	33
Viral	35
Immersive experiences	37
Telepresence	38
Virtuality	39
Simulation	40
Case study: What are video games? A conundrum of digital culture	47
Are video games 'narratives'?	47

Are video games 'games'?	48
Are video games 'simulations'?	49
Conclusion	52
Further Reading	52
Notes	53
2 THE ECONOMIC FOUNDATIONS OF THE INFORMATION AGE	55
Post-industrialism	59
<i>Problems with the post-industrial thesis</i>	62
The information society	63
Post-Fordism and globalisation	64
Informationalism and the network society	68
<i>The structure of networks</i>	70
<i>The space of flows and timeless time</i>	71
<i>Network economy and network enterprise</i>	73
<i>Platform capitalism and the platform economy</i>	75
Weightless economies, intellectual property and the commodification of knowledge	78
<i>Weightless money</i>	78
<i>Weightless services</i>	79
<i>Weightless products</i>	80
<i>The advantages and disadvantages of a weightless economy</i>	80
<i>(Intellectual) property in a weightless economy</i>	81
Conclusion	83
Further Reading	84
3 CONVERGENCE AND THE CONTEMPORARY MEDIA EXPERIENCE	87
Technological convergence	88
Regulatory convergence	91
Media industry convergence	93
<i>Concerns about media industry convergence</i>	95
Convergence culture and the contemporary media experience	97
<i>The creation of cross-media experiences</i>	98
<i>Participatory media culture</i>	101
<i>Collective intelligence</i>	102
Producers, consumers, prosumers and 'produsage'	104
Case study: The changing culture industry of digital music	108
<i>The digitisation of music and its discontents</i>	109

'Mash-ups', memes, participatory media and the crisis of authorship in digital culture	111
<i>Digital music cultures and music consumption</i>	113
Conclusion	114
Further reading	115
Notes	115
4 'EVERYONE IS WATCHING': PRIVACY AND SURVEILLANCE IN DIGITAL LIFE	117
The changing cultural contexts of privacy	119
<i>Privacy as a legal construction: a contradiction?</i>	121
Digital surveillance: spaces, traces and tools	124
<i>Key tools of digital surveillance</i>	125
<i>State surveillance tools</i>	125
<i>Commercial and private digital surveillance tools</i>	126
<i>Mobile phone surveillance</i>	127
The rise of surveillance: causes and processes	128
<i>Security imperatives: surveillance and the nation-state</i>	128
<i>Surveillance, control imperatives and bureaucratic structures</i>	130
<i>Techno-logic</i>	131
Commercial imperatives and the political economy of surveillance	131
<i>Marketing and personal data collection</i>	131
<i>Databases, data-mining and discourses</i>	133
<i>The power of profiling</i>	134
<i>Databases and profiling: pros and cons</i>	136
Case study: Control societies, 'dividuals' and big data	137
<i>What is 'big data?'</i>	138
<i>Pros and cons of big data</i>	140
Why care about a surveillance society?	142
Conclusion	147
Further reading	148
Notes	149
5 INFORMATION POLITICS AND THE ONLINE PUBLIC SPHERE	151
The political context of information politics	154
<i>New social movements</i>	155
<i>Populism</i>	157
Ict-enabled politics	159
<i>Visibility</i>	160

<i>Networked citizenship, mobilisation and micro-activism</i>	162
<i>Networked organisation and 'smart mobs'</i>	164
An internet public sphere?	167
<i>The fragmentation of the public sphere: selective exposure and filterbubbles</i>	168
<i>The quality of the information environment: bots</i>	169
<i>The quality of online debate: affective polarisation</i>	170
<i>The quality of online information: fake news</i>	170
<i>The private public sphere</i>	171
Conclusion	172
Further reading	173
Note	174
6 CYBERCRIME, CYBERTERRORISM AND CYBERWARFARE	177
Cybercrime: a muddy field	179
<i>Types of cybercrime</i>	180
<i>Cybercriminals</i>	182
<i>The impact of cybercrime</i>	184
The tools and techniques of cybercrime, cyberactivism and cyberwarfare	186
Cyber politics by another means: cyberwarfare	189
<i>The many faces of cyberwarfare</i>	193
<i>Cyberwarfare as one aspect of 'information warfare'</i>	193
<i>Cyberwarfare as espionage</i>	195
<i>Cyberwarfare as economic sabotage</i>	195
<i>Cyberwarfare as critical infrastructure attack</i>	196
<i>Adjunct attacks</i>	196
Conclusion	197
Further reading	198
Notes	198
7 DIGITAL IDENTITY	201
'Objects to think with': early internet studies and poststructuralism	205
Personal home pages and the 're-centring' of the individual	208
Personal blogging, individualisation and the reflexive project of the self	212
Avatar and identity	214
Social networks, profiles and networked identity	217
Who needs identity?	221
Case study: Selfies – more than just the self	223
Conclusion	226
Further reading	228
Notes	228

8 DIGITAL COMMUNITY? SPACE, NETWORKS AND RELATIONSHIPS	231
Searching for lost community: urbanisation, space and scales of experience	232
Globalisation, technology and the rise of individualism	235
'Virtual' communities: over before they began?	237
<i>The virtues of virtual communities</i>	239
<i>The vices of virtual community</i>	241
Network societies, network socialities and networked individualism	245
<i>The network society revisited</i>	245
<i>Networked individualism</i>	247
<i>The truth about networks</i>	248
Being together online: networks, instrumentalism and intimacy	249
<i>Trolling and dating: the rise of instrumentalism in online encounters?</i>	251
<i>Mediated presence and relationship quality</i>	255
Case study: Language, technology and phatic communion	258
Conclusion	259
Further reading	260
Notes	261
9 THE BODY AND INFORMATION TECHNOLOGY	263
The body, technology and society	265
The posthuman	266
<i>Cyborgs</i>	268
<i>Information as data: extropianism and disembodiment</i>	271
<i>Material as information: technological embodiment and 'databodies'</i>	273
Technology, embodiment relations and 'homo faber'	277
<i>Embodiment relation and mobile technologies</i>	281
Conclusion	282
Further reading	283
Notes	283
CONCLUSION: BASE, SUPERSTRUCTURE, INFRASTRUCTURE (REVISITED)	284
References	287
Index	323