## Contents

Acknowledgements		X
In	atroduction	1
	Revolutionary Technologies?	2
	Determinisms	3
	The social determination of technology	4
	Technological enablement	5
	Base, superstructure, infrastructure	7
	The structure of the book	9
1	Key Elements of Digital Media	12
	Technical Processes	14
	Digital	14
	Networked	15
	Interactive	15
	Hypertextual/Hypermediated	17
	Automated	19
	Databased	20
	Cultural Forms	21
	Context (or lack of it)	22
	Variability	24
	Rhizome	26
	Process	29
	Immersive Experiences	30
	Telepresence	31
	Virtuality	32
	Simulation	33
	Case Study: What Are Video Games? A Conundrum of Digital Culture	39
	Are video games 'narratives'?	40
	Are video games 'games'?	41
	Are video games 'simulations'?	42
	Conclusion	43
	Further Reading	44
	Notes	44

2	The Economic Foundations of the Information Age	46
	Post-industrialism	49
	Problems with the post-industrial thesis	51
	The Information Society	52
	Post-Fordism and Globalisation	54
	Informationalism and the Network Society	57
	The structure of networks	60
	The space of flows and timeless time	61
	Network economy and network enterprise	62
	Weightless Economies, Intellectual Property and the Commodification	
	of Knowledge	64
	Weightless money	64
	Weightless services	65
	Weightless products	66
	The advantages of a weightless economy	66
	(Intellectual) property in a weightless economy	67
	Information feudalism	69
	Conclusion	70
	Further Reading	71
3	Convergence and the Contemporary Media Experience	72
	Technological Convergence	73
	Regulatory Convergence	75
	Media Industry Convergence	77
	Concerns about media convergence	79
	Convergence Culture and the New Media Experience	81
	The creation of cross-media experiences	82
	Participatory media culture	83
	Collective intelligence	85
	Producers, Consumers and 'Produsage'	86
	Case Study: The Changing Culture Industry of Digital Music	88
	The diginisation of music and its discontents	89
	'Mash-ups' and the crisis of authorship in digital culture	90
	Digital music cultures and music consumption	92
	Conclusion	93
	Further Reading	94
4	Digital Inequality: Social, Political and Infrastructural Contexts	95
	Digital Divides' and 'Access'	98
	Domestic Digital Divides	99
	Global Digital Divides	101
	Mobile Phones, Access and the Developing World	104

	Economic reasons	106
	Social reasons	106
	Legislative reasons	107
	The Benefits of Mobile Telephony for the Developing World	107
	Conclusion	109
	Further Reading	109
5	'Everyone is Watching': Privacy and Surveillance in Digital Life	111
	The Changing Cultural Contexts of Privacy	113
	Privacy as a legal construction: a contradiction?	114
	Digital Surveillance: Spaces, Traces and Tools	116
	Key tools of digital surveillance	117
	The Rise of Surveillance: Causes and Processes	119
	Security imperatives: surveillance and the nation-state	120
	Surveillance, control imperatives and bureaucratic structures	121
	Techno-logic	122
	Commercial Imperatives and the Political Economy of Surveillance	122
	Marketing and personal data collection	122
	Databases, data-mining, and discourses	124
	The power of profiling	125
	Databases and profiling: pro's and con's	127
	Why Care About a Surveillance Society?	128
	Conclusion	132
	Further Reading	133
3	Information Politics, Subversion and Warfare	134
	The Political Context of Information Politics	135
	ICT-Enabled Politics	138
	Visibility	139
	Internal organisation and mobilisation	141
	External collaboration and coordination	141
	Flexible organisation and 'smart mobs'	143
	Permanent political campaigns: linear collaboration	143
	An internet public sphere?	144
	Digital Disobedience: ICT-Based Activism	147
	ICTs and Mainstream Politics	148
	Cyber Politics by Another Means: Cyber Warfare	151
	Cyber warfare as network-centric warfare	152
	Cyber warfare as information warfare	153
	Cyber warfare as espionage	154
	Cyber warfare as economic sabotage	154
	Cyber warfare as critical infrastructure attack	155

## Contents

	Adjunct attacks	155
	Conclusion: Networks and Power	156
	Further Reading	157
	Notes	158
7	Digital Identity	159
	'Objects to Think With': Early Internet Studies and Poststructuralism	162
	Personal Home Pages and the 'Re-Centring' of the Individual	164
	Personal Blogging, Individualisation and the Reflexive Project of the Self	168
	Social Networks, Profiles and Networked Identity	170
	Avatar and Identity	173
	Case Study: Cybersex, Online Intimacy and the Self	176
	The late-modern context of love and intimacy	177
	Cybersex: a novel from of intimacy	178
	Conclusion	181
	Further Reading	183
	Notes	183
8	Social Media and the Problem of Community:	
	Space, Relationships, Networks	184
	Searching for Lost Community: Urbanisation, Space and Scales of Experience	185
	Community, Globalisation, Technology and Individualism	187
	Virtual' Communities: The Next Step?	189
	The virtues of virtual communities	190
	The vices of virtual community	192
	The reality of the situation	195
	Network Societies, Network Socialities and Networked Individualism	197
	The network society revisited	197
	Networked individualism	199
	The truth about networks	199
	Case Study: Social Networking, Microblogging, Language and Phatic Culture	201
	Technology, presence and the post-social	202
	Language, technology and phatic communication	203
	Conclusion	205
	Further Reading	206
	Notes	206
9	The Body and Information Technology	207
	The Body, Technology and Society	208
	The Posthuman	210
	Cyborgs	211
	Material as information 1: extropianism and disembodiment, or	
	'flesh made data'	214

Material as information 2: technological embodiment or 'data made flesh'	216
Technology, Embodiment Relations and 'Homo Faber'	218
Embodiment relation and mobile technologies	220
Conclusion	222
Further Reading	223
Notes	223
Conclusion: Base, Superstructure and Infrastructure (Revisited)	224
References	227
Index	249