

Being Digital Nicholas Negroponte

Being Digital Being Digital Being Digital Born Digital Architectural Intelligence Being Material Digital Media and Society Maeda @ Media Republic.com The Next Billion Users The Lure of the Law Soft Architecture Machines The Charisma Machine The Architecture Machine Vaporized Media, Technology, and Society Where the Action Is Born Digital Postdigital Aesthetics Lefebvre, Love and Struggle Designing Multimedia Environments for Children Networking Peripheries The New Media Reader The Language Teacher Rebel Seeing Digital Imagining the Internet The Second Digital Turn Grown Up Digital: How the Net Generation is Changing Your World Teleconferencing and Beyond The Media Lab Your Post Has Been Removed The Digital Economy Portals Becoming Virtual Augmented Human The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies Digital Culture Saving Our Boys Radical Change Digital Mythologies

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The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies Oct 26 2019 A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

Designing Multimedia Environments for Children Feb 08 2021 Demonstrating how to create vibrant multimedia environments to enhance a child's educational and play experience, a multimedia guide includes a history of children's software and profiles of the latest technologies. Original. (Intermediate).

Digital Culture Sep 25 2019 From our bank accounts to supermarket checkouts to the movies we watch, strings of ones and zeroes suffuse our world. Digital technology has defined modern society in numerous ways, and the vibrant digital culture that has now resulted is the subject of Charlie Gere's engaging volume. In this revised and expanded second edition, taking account of new developments such as Facebook and the iPhone, Charlie Gere charts in detail the history of digital culture, as marked by responses to digital technology in art, music, design, film, literature and other areas. After tracing the historical development of digital culture, Gere argues that it is actually neither radically new nor technologically driven: digital culture has its roots in the eighteenth century and the digital mediascape we swim in today was originally inspired by informational needs arising from industrial capitalism, contemporary warfare and counter-cultural experimentation, among other social changes. A timely and cutting-edge investigation of our contemporary social infrastructures, Digital Culture is essential reading for all those concerned about the ever-changing future of our Digital Age. "This is an excellent book. It gives an almost complete overview of the main trends and view of what is generally called digital culture through the whole post-war period, as well as a thorough exposition of the history of the computer and its predecessors and the origins of the modern

division of labor."—*Journal of Visual Culture*

Saving Our Boys Aug 24 2019 When technologies, products, & services converge in radical, creative new ways, a killer app emerges—a new application so powerful that it transforms industries, redefines markets, & annihilates the competition. The steam engine, the cotton gin, & the Model T were all killer apps of their time. Today's killer apps spring from the digital realm: the personal computer, e-mail, & the World Wide Web. Tempted by the promise of such devastating power, companies large & small, from vast multinationals to lean entrepreneurial start-ups, are remaking themselves into organizations that nurture killer apps rather than succumb to them. How is it done? In this groundbreaking new book, strategists Downes & Mui identify the twelve fundamental design principles for building killer apps & offer a progressive guide to transforming your company into a place where killer apps are born. Unleashing the Killer App provides the tools, the techniques, & the proof that you need to incubate the killer app within your organization--& perhaps even release one. A Business Week Bestseller. "A practical & persuasive guide that focuses on how all businesses, even risk-averse old-line organizations, have an opportunity 'not just to survive but to exploit dramatic changes' wrought in their markets by technology.... Instead of shrinking from the hard problems facing existing corporations, Mr. Downes & Mr. Mui attack them head-on with 12 technology strategies to help build what the authors call 'killer apps.'"--The New York Times "For the uninitiated, this book is a great primer on the forces driving the new economy: the surge in computing power, the exponentially rising value of networks, & the plunging cost of transactions.... The authors, both consultants, offer a dozen design principles of relevance to businesses small & large alike."--The Wall Street Journal "Unleashing the Killer App...is a best-of-breed primer for executives cramming for the new economy."--Wired "In Unleashing the Killer App, the authors rise above all the chatter about increased productivity & sound a warning cry: Change your strategy now. With many businesses still lumbering along in the Industrial Age, it's a message well worth hearing."--Business Week "It's rare that a business book distinguishes itself among the pack of cookie-cutter manifestos. KILLER APP rises above with skillfully written analysis & compelling company profiles that combine to map today's digital landscape."--The Industry Standard "With an insightful foreword by Nicholas Negroponte, this book presents a convincing case for a radical shift in current business strategies."--Publishers Weekly "'Just do it' is the message here...Readers are presented with a 12-step 'Digital Strategy' for transforming any organization from cringing-reactionary, dreading the arrival of the next killer app, to flexing-visionary, aggressively preparing to hatch & unleash future killer apps....[The authors] write with an in-your-face style that airs out the mustiness from a book aimed at business execs."--San Jose Mercury News "Provocatively counterintuitive.... Truly eye-opening."--Technology Review "When confronted with market disruption & technology revolution, your biggest challenge is letting go of comfortable old behaviors before they kill you. Downes & Mui get you to move quickly by analyzing the inherent threats embedded in the digital age's killer apps, & then showing you how to turn those apps into new types of competitive advantage."--Geoffrey A. Moore, Chairman, The Chasm Group, & Author of Crossing the Chasm & Inside the Tornado "Unleashing the Killer App reinvents strategy for the digital age. It's a major contribution to our understanding of the age of the Internet & a must-read for anyone interested in succeeding in the interactive future."--Don Peppers, Coauthor, The One To One Future & Enterprise One To One "Downes & Mui go behind the scenes to tell their readers how yesterday's little-known players unleashed killer apps to become today's industry giants. Entrepreneurs who want to make a serious contribution to the digital economy must read Unleashing the Killer App."--Kim Polese, President & CEO, Marimba, Inc. "Anybody who still thinks the dawn of the Virtual Age is a pipe-dream had better read this book....Unleashing the Killer App is a scary book for those who've bet the farm on their idea of The Firm."--John Perry Barlow, Co-Founder, Electronic Frontier Foundation "Killer App is the Killer Navigator for digital voyages."--Alan Kay, Disney Fellow & Vice President of R & D, Walt Disney Imagineering

The Second Digital Turn Aug 05 2020 The first digital turn in architecture changed our ways of making; the second changes our ways of thinking. Almost a generation ago, the early software for computer aided design and manufacturing (CAD/CAM) spawned a style of smooth and curving lines and surfaces that gave visible form to the first digital age, and left an indelible mark on contemporary architecture. But today's digitally intelligent architecture no longer looks that way. In *The Second Digital Turn*, Mario Carpo explains that this is because the design professions are now coming to terms with a new kind of digital tools they have adopted—no longer tools for making but tools for thinking. In the early 1990s the design professions were the first to intuit and interpret the new technical logic of the digital age: digital mass-customization (the use of digital tools to mass-produce variations at no extra cost) has already changed the way we produce and consume almost everything, and the same technology applied to commerce at large is now heralding a new society without scale—a flat marginal cost society where bigger markets will not make anything cheaper. But today, the unprecedented power of computation also favors a new kind of science where prediction can be based on sheer information retrieval, and form finding by simulation and optimization can replace deduction from mathematical formulas. Designers have been toying with machine thinking and machine learning for some time, and the apparently unfathomable complexity of the physical shapes they are now creating already expresses a new form of artificial intelligence, outside the tradition of modern science and alien to the organic logic of our mind.

The Charisma Machine Oct 19 2021 A fascinating examination of technological utopianism and its complicated consequences. In *The Charisma Machine*, Morgan Ames chronicles the life and legacy of the One Laptop per Child project and explains why—despite its failures—the same utopian visions that inspired OLPC still motivate other projects trying to use technology to “disrupt” education and development. Announced in 2005 by MIT Media Lab cofounder Nicholas Negroponte, One Laptop per Child promised to transform the lives of children across the Global South with a small, sturdy, and cheap laptop computer, powered by a hand crank. In reality, the project fell short in many ways—starting with the hand crank, which never materialized. Yet the project remained charismatic to many who were captivated by its claims of access to educational opportunities previously out of reach. Behind its promises, OLPC, like many technology projects that make similarly grand claims, had a fundamentally flawed vision of who the computer was made for and what role technology should play in learning. Drawing on fifty years of history and a seven-month study of a model OLPC project in Paraguay, Ames reveals that the laptops were not only frustrating to use, easy to break, and hard to repair, they were designed for “technically precocious boys”—idealized younger versions of the developers themselves—rather than the children who were actually using them. *The Charisma Machine* offers a cautionary tale about the allure of technology hype and the problems that result when utopian dreams drive technology development.

Lefebvre, Love and Struggle Mar 12 2021 In the only comprehensive guide to Lefebvre's work, Rob Shields draws on the full range of Lefebvre's writings including many previously untranslated and unpublished works and correspondence.

Augmented Human Nov 27 2019 Augmented Reality (AR) blurs the boundary between the physical and digital worlds. In AR's current exploration phase, innovators are beginning to create compelling and contextually rich applications that enhance a user's everyday experiences. In this book, Dr. Helen Papagiannis—a world-leading expert in the field—introduces you to AR: how it's evolving, where the opportunities are, and where it's headed. If you're a designer, developer, entrepreneur, student, educator, business leader, artist, or simply curious about AR's possibilities, this insightful guide explains how you can become involved with an exciting, fast-moving technology. You'll explore how: Computer vision, machine learning, cameras, sensors, and wearables change the way you see the world Haptic technology syncs what you see with how something feels Augmented sound and hearables alter the way you listen to your environment Digital smell and taste

augment the way you share and receive information New approaches to storytelling immerse and engage users more deeply Users can augment their bodies with electronic textiles, embedded technology, and brain-controlled interfaces Human avatars can learn our behaviors and act on our behalf

The Architecture Machine Sep 17 2021

Digital Mythologies Jun 22 2019 A collection of essays on where computer and communications technology is taking us. He explores the underlying social and political implications of the Internet and its associated technologies, based on his contention that the cyberspace experience is far more complex than it is commonly assumed.

The Next Billion Users Jan 22 2022 Why do citizens of states with strict surveillance care so little about their digital privacy? Why do Brazilians eschew geo-tagging on social media? What drives young Indians to friend “foreign” strangers on Facebook and give “missed calls” to people? Payal Arora answers these questions and many more about the internet’s next billion users.

Born Digital Jul 28 2022 "An excellent primer on what it means to live digitally. It should be required reading for adults trying to understand the next generation." -- Nicholas Negroponte, author of *Being Digital* The first generation of children who were born into and raised in the digital world are coming of age and reshaping the world in their image. Our economy, our politics, our culture, and even the shape of our family life are being transformed. But who are these wired young people? And what is the world they're creating going to look like? In this revised and updated edition, leading Internet and technology experts John Palfrey and Urs Gasser offer a cutting-edge sociological portrait of these young people, who can seem, even to those merely a generation older, both extraordinarily sophisticated and strangely narrow. Exploring a broad range of issues -- privacy concerns, the psychological effects of information overload, and larger ethical issues raised by the fact that young people's social interactions, friendships, and civic activities are now mediated by digital technologies -- *Born Digital* is essential reading for parents, teachers, and the myriad of confused adults who want to understand the digital present and shape the digital future.

Where the Action Is Jun 14 2021 Computer science as an engineering discipline has been spectacularly successful. Yet it is also a philosophical enterprise in the way it represents the world and creates and manipulates models of reality, people, and action. In this book, Paul Dourish addresses the philosophical bases of human-computer interaction. He looks at how what he calls “embodied interaction”—an approach to interacting with software systems that emphasizes skilled, engaged practice rather than disembodied rationality—reflects the phenomenological approaches of Martin Heidegger, Ludwig Wittgenstein, and other twentieth-century philosophers. The phenomenological tradition emphasizes the primacy of natural practice over abstract cognition in everyday activity. Dourish shows how this perspective can shed light on the foundational underpinnings of current research on embodied interaction. He looks in particular at how tangible and social approaches to interaction are related, how they can be used to analyze and understand embodied interaction, and how they could affect the design of future interactive systems.

Networking Peripheries Jan 10 2021 An exploration of the diverse experiments in digital futures as they advance far from the celebrated centers of technological innovation and entrepreneurship. In *Networking Peripheries*, Anita Chan shows how digital cultures flourish beyond Silicon Valley and other celebrated centers of technological innovation and entrepreneurship. The evolving digital cultures in the Global South vividly demonstrate that there are more ways than one to imagine what digital practice and global connection could look like. To explore these alternative developments, Chan investigates the diverse initiatives being undertaken to “network” the nation in contemporary Peru, from attempts to promote the intellectual property of indigenous artisans to the national distribution of digital education technologies to open technology activism in rural and urban zones. Drawing on ethnographic accounts from government planners, regional free-software advocates, traditional artisans, rural educators, and

others, Chan demonstrates how such developments unsettle dominant conceptions of information classes and innovations zones. Government efforts to turn rural artisans into a new creative class progress alongside technology activists' efforts to promote indigenous rights through information tactics; plans pressing for the state wide adoption of open source-based technologies advance while the One Laptop Per Child initiative aims to network rural classrooms by distributing laptops. As these cases show, the digital cultures and network politics emerging on the periphery do more than replicate the technological future imagined as universal from the center.

Imagining the Internet Sep 05 2020 *In the early 1990s, people predicted the death of privacy, an end to the current concept of 'property,' a paperless society, 500 channels of high-definition interactive television, world peace, and the extinction of the human race after a takeover engineered by intelligent machines. Imagining the Internet zeroes in on predictions about the Internet's future and revisits past predictions—and how they turned out. It gives the history of communications in a nutshell, illustrating the serious impact of pervasive networks and how they will change our lives over the next century.*

Grown Up Digital: How the Net Generation is Changing Your World Jul 04 2020
SELECTED AS A 2008 BEST BUSINESS BOOK OF THE YEAR BY THE ECONOMIST *The Net Generation Has Arrived. Are you ready for it? Chances are you know a person between the ages of 11 and 30. You've seen them doing five things at once: texting friends, downloading music, uploading videos, watching a movie on a two-inch screen, and doing who-knows-what on Facebook or MySpace. They're the first generation to have literally grown up digital--and they're part of a global cultural phenomenon that's here to stay. The bottom line is this: If you understand the Net Generation, you will understand the future. If you're a Baby Boomer or Gen-Xer: This is your field guide. A fascinating inside look at the Net Generation, Grown Up Digital is inspired by a \$4 million private research study. New York Times bestselling author Don Tapscott has surveyed more than 11,000 young people. Instead of a bunch of spoiled "screenagers" with short attention spans and zero social skills, he discovered a remarkably bright community which has developed revolutionary new ways of thinking, interacting, working, and socializing. Grown Up Digital reveals: How the brain of the Net Generation processes information Seven ways to attract and engage young talent in the workforce Seven guidelines for educators to tap the Net Gen potential Parenting 2.0: There's no place like the new home Citizen Net: How young people and the Internet are transforming democracy Today's young people are using technology in ways you could never imagine. Instead of passively watching television, the "Net Geners" are actively participating in the distribution of entertainment and information. For the first time in history, youth are the authorities on something really important. And they're changing every aspect of our society--from the workplace to the marketplace, from the classroom to the living room, from the voting booth to the Oval Office. The Digital Age is here. The Net Generation has arrived. Meet the future.*

Teleconferencing and Beyond Jun 02 2020

Being Material May 26 2022 *Explorations of the many ways of being material in the digital age. In his oracular 1995 book Being Digital, Nicholas Negroponte predicted that social relations, media, and commerce would move from the realm of "atoms to bits"—that human affairs would be increasingly untethered from the material world. And yet in 2019, an age dominated by the digital, we have not quite left the material world behind. In Being Material, artists and technologists explore the relationship of the digital to the material, demonstrating that processes that seem wholly immaterial function within material constraints. Digital technologies themselves, they remind us, are material things—constituted by atoms of gold, silver, silicon, copper, tin, tungsten, and more. The contributors explore five modes of being material: programmable, wearable, livable, invisible, and audible. Their contributions take the form of reports, manifestos, philosophical essays, and artist portfolios, among other configurations. The book's cover merges the possibilities of paper with those of the digital, featuring a bookmark-like card that, when "seen" by a smartphone, generates graphic arrangements*

that unlock films, music, and other dynamic content on the book's website. At once artist's book, digitally activated object, and collection of scholarship, this book both demonstrates and chronicles the many ways of being material. Contributors Christina Agapakis, Azra Akšamija, Sandy Alexandre, Dewa Alit, George Barbastathis, Maya Beiser, Marie-Pier Boucher, Benjamin H. Bratton, Hussein Chalayan, Jim Cybulski, Tal Danino, Deborah G. Douglas, Arnold Dreyblatt, M. Amah Edoh, Michelle Tolini Finamore, Team Foldscope and Global Foldscope community, Ben Fry, Victor Gama, Stefan Helmreich, Hyphen-Labs, Leila Kinney, Rebecca Konte, Winona LaDuke, Brendan Landis, Grace Leslie, Bill Maurer, Lucy McRae, Tom Özden-Schilling, Trevor Paglen, Lisa Parks, Nadya Peek, Claire Pentecost, Manu Prakash, Casey Reas, Paweł Romańczuk, Natasha D. Schüll, Nick Shapiro, Skylar Tibbits, Rebecca Uchill, Evan Ziporyn Book Design: E Roon Kang Electronics, interactions, and product designer: Marcelo Coelho

Radical Change Jul 24 2019 Offers a conceptual framework for understanding and evaluating books that appeal to today's youth

Digital Media and Society Apr 24 2022 The rise of digital media has been widely regarded as transforming the nature of our social experience in the twenty-first century. The speed with which new forms of connectivity and communication are being incorporated into our everyday lives often gives us little time to stop and consider the social implications of those practices. Nonetheless, it is critically important that we do so, and this sociological introduction to the field of digital technologies is intended to enable a deeper understanding of their prominent role in everyday life. The fundamental theoretical and ethical debates on the sociology of the digital media are presented in accessible summaries, ranging from economy and technology to criminology and sexuality. Key theoretical paradigms are explored through a broad range of contemporary social phenomena - from social networking and virtual lives to the rise of cybercrime and identity theft, from the utopian ideals of virtual democracy to the Orwellian nightmare of the surveillance society, from the free software movement to the implications of online shopping. As an entry-level pathway for students in sociology, media, communications and cultural studies, the aim of this work is to situate the rise of digital media within the context of a complex and rapidly changing world.

Portals Jan 28 2020 Television audiences and its industry alike have been confused by the emergence of new ways to watch television. On one hand, the programs seem every bit like the television we've long known, while the way we can watch, what we can watch, and the business models supporting them differ significantly. Portals: A Treatise on Internet-Distributed Television pushes understandings of the business of television to keep pace with the considerable technological change of the last decade. It explains why shows such as Orange is the New Black or Transparent are indeed television despite coming to screens over internet connection and in exchange for a monthly fee. It explores how internet-distributed television is able to do new things - particularly, allow different people to watch different shows chosen from a library of possibilities. This technological ability allows new audience behaviors and new norms in making television. Portals are the "channels" of internet-distributed television, and Portals identifies how the task of curating a library of shows differs from channels' task of building a schedule. It explores the business model--subscriber funding--that supports many portals, and identifies the key differences from advertiser or direct purchase. Portals considers what we know about the future of television, even though we remain early in a process of transformative change.

Vaporized Aug 17 2021 Vaporized was selected as the winner of the 2016 International Book of the Year prize by getAbstract from a field of 10,000 business and strategy titles. The prize was announced at the Frankfurt Book Fair on October 19, 2016 Digital technology has upturned entire industries and irrevocably altered the way we live, work and do business. Now, it is set to transform every sector and economic system on the planet in almost unimaginable ways — even those once thought to be immune from its effects. In his groundbreaking new book Vaporized, digital pioneer and business futurist Robert Tercek takes us inside the world's largest cultural and economic transformation

since the industrial revolution, and explains what it means to consumers, employers and policy makers. Dynamic and engaging, Tercek does for digital business theory what Malcolm Gladwell has done for sociology, translating a complex, arcane subject in approachable and relevant terms. In contrast to the digital-era doomsayers and hand-wringing pundits, Tercek offers an insightful, optimistic analysis of the future and a practical blueprint for survival that no business leader, from the Fortune 500 CEO to the small startup owner, can afford to ignore.

Seeing Digital Oct 07 2020 The Post-Cloud era has already begun. A powerful wave of new technologies—machine learning, smart products, software agents, wearables, blockchains, speech/facial recognition, robotics, augmented realities, algorithms, and 5G wireless bandwidth—is creating a digital world that is pervasive, embedded, aware, and autonomous. Seeing Digital uses a unique visual format to illustrate how these exciting innovations will transform the industries, organizations, and careers of the 2020s. Insight-packed chapters assess the myths and realities of industry disruption, the necessity of machine intelligence, the importance of platform business models, and the challenges of digital transformation, leadership, and risk. This wide-ranging book also forecasts the coming battle between Silicon Valley and China, how innovation is shifting to the Human Platform, the future of the Enterprise IT function, and technology's overall impact on jobs, skills, and society. With its easy to read, picture-per-page design, Seeing Digital will help you literally see our technology driven future.

The Lure of the Law Dec 21 2021 While popular TV shows such as Law & Order and bestselling novels such as Presumed Innocent present a sexy, seductive portrayal of the law profession, Richard Moll offers a rare -- and realistic-- inside look at the law and the men and women who practice it. In a book that's perfect for prospective law school students and citizens interested in a deeper look at the legal system, Richard Moll investigates the people behind the personas: practicing lawyers, would-be lawyers, and ex-lawyers through dynamic interviews. The differences between public perceptions and private reality emerge when he examines what lured each one of them to their particular type of practice; what they actually do; and what being a lawyer has done to them.

Becoming Virtual Dec 29 2019 Examines the cultural and social impact of new digital technologies and how bodies, texts, and the economy are made virtual, and argues that the virtual has always been an enduring component of the human

Maeda @ Media Mar 24 2022 "John Maeda deconstructs the digital world with the earned authority of an M.I.T.-trained computer scientist and a card-carrying artist. Being ambidextrous with Eastern and Western cultures, he can see things most of us overlook. The result is a humor and expression that brings out the best in computers and art."--Nicholas Negroponte John Maeda is one of the world's leading experimental graphic designers and is quickly becoming a digital culture icon. His early preoccupation with the intersection of computer programming and digital art has resulted in a fascinating, interactive, and stunningly beautiful collection of work. Maeda has pioneered many of the key expressive elements that are prevalent on the web today. Among his most well-known works are The Reactive Square, which features a simple black square on a computer screen that changes shape if one yells at it, and Time Paint, in which paint flies across the screen. He has created innovative, interactive calendars, digital services, and advertisements for companies such as Sony, Shiseido, and Absolut Vodka. This is the first publication to present a complete overview of Maeda's work and philosophy. A glorious visual exploration of ideas and graphic form, Maeda @ Media takes you through Maeda's beginnings in early computerized printouts, to his reactive graphics on CD-ROM, to his dynamic experiments on the web, to his pedagogical approach to digital visual art, and finally to his overarching quest to understand the very nature of the relationship between technology and creativity. Six thematic chapters provide an overview of his entire career and research. But this is not just a catalog of older work: interspersed between each chapter is a new visual essay that has been created exclusively for this publication to underline each of the major themes. Coming together in a massive 480 pages, printed in a dazzling array of color combinations on

three different kinds of paper, the result is a manifesto, a finely crafted manual and inspiration sourcebook all in one. With over 1000 illustrations.

Being Digital Oct 31 2022 In lively, mordantly witty prose, Negroponte decodes the mysteries--and debunks the hype--surrounding bandwidth, multimedia, virtual reality, and the Internet, and explains why such touted innovations as the fax and the CD-ROM are likely to go the way of the BetaMax. "Succinct and readable. . . . If you suffer from digital anxiety . . . here is a book that lays it all out for you."--Newsday.

Your Post Has Been Removed Mar 31 2020 This open access monograph argues established democratic norms for freedom of expression should be implemented on the internet. Moderating policies of tech companies as Facebook, Twitter and Google have resulted in posts being removed on an industrial scale. While this moderation is often encouraged by governments - on the pretext that terrorism, bullying, pornography, "hate speech" and "fake news" will slowly disappear from the internet - it enables tech companies to censor our society. It is the social media companies who define what is blacklisted in their community standards. And given the dominance of social media in our information society, we run the risk of outsourcing the definition of our principles for discussion in the public domain to private companies. Instead of leaving it to social media companies only to take action, the authors argue democratic institutions should take an active role in moderating criminal content on the internet. To make this possible, tech companies should be analyzed whether they are approaching a monopoly. Antitrust legislation should be applied to bring those monopolies within democratic governmental oversight. Despite being in different stages in their lives, Anne Mette is in the startup phase of her research career, while Frederik is one of the most prolific philosophers in Denmark, the authors found each other in their concern about Free Speech on the internet. The book was originally published in Danish as *Dit opslag er blevet fjernet - techgiganter & ytringsfrihed*. Praise for 'Your Post has been Removed' "From my perspective both as a politician and as private book collector, this is the most important non-fiction book of the 21st Century. It should be disseminated to all European citizens. The learnings of this book and the use we make of them today are crucial for every man, woman and child on earth. Now and in the future." Jens Rohde, member of the European Parliament for the Alliance of Liberals and Democrats for Europe "This timely book compellingly presents an impressive array of information and analysis about the urgent threats the tech giants pose to the robust freedom of speech and access to information that are essential for individual liberty and democratic self-government. It constructively explores potential strategies for restoring individual control over information flows to and about us. Policymakers worldwide should take heed!" Nadine Strossen, Professor, New York Law School. Author, *HATE: Why We Should Resist It with Free Speech, Not Censorship*.

The Digital Economy Feb 29 2020 Looks at how the Internet is affecting businesses, education, and government, touching on the twelve themes of the new economy and privacy issues

Postdigital Aesthetics Apr 12 2021 Postdigital Aesthetics is a contribution to questions raised by our newly computational everyday lives and the aesthetics which reflect both the postdigital nature of this age, but also critical perspectives of a post-internet world.

Media, Technology, and Society Jul 16 2021 Top media studies scholars discuss the evolution of media

Republic.com Feb 20 2022 This text shows us how to approach the Internet as responsible people. Democracy, it maintains, depends on shared experiences and requires people to be exposed to topics and ideas that they would not have chosen in advance.

Soft Architecture Machines Nov 19 2021 A utopian view of the future relationship between architects and machines.

The New Media Reader Dec 09 2020 A sourcebook of historical written texts, video documentation, and working programs that form the foundation of new media. This reader collects the texts, videos, and computer programs—many of them now almost

impossible to find—that chronicle the history and form the foundation of the still-emerging field of new media. General introductions by Janet Murray and Lev Manovich, along with short introductions to each of the texts, place the works in their historical context and explain their significance. The texts were originally published between World War II—when digital computing, cybernetic feedback, and early notions of hypertext and the Internet first appeared—and the emergence of the World Wide Web—when they entered the mainstream of public life. The texts are by computer scientists, artists, architects, literary writers, interface designers, cultural critics, and individuals working across disciplines. The contributors include (chronologically) Jorge Luis Borges, Vannevar Bush, Alan Turing, Ivan Sutherland, William S. Burroughs, Ted Nelson, Italo Calvino, Marshall McLuhan, Jean Baudrillard, Nicholas Negroponte, Alan Kay, Bill Viola, Sherry Turkle, Richard Stallman, Brenda Laurel, Langdon Winner, Robert Coover, and Tim Berners-Lee. The CD accompanying the book contains examples of early games, digital art, independent literary efforts, software created at universities, and home-computer commercial software. Also on the CD is digitized video, documenting new media programs and artwork for which no operational version exists. One example is a video record of Douglas Engelbart's first presentation of the mouse, word processor, hyperlink, computer-supported cooperative work, video conferencing, and the dividing up of the screen we now call non-overlapping windows; another is documentation of Lynn Hershman's Lorna, the first interactive video art installation.

The Media Lab May 02 2020 Provides a look at the future as it is envisioned by the Media Lab at MIT, where scientists are retooling mass media to the desires and whims of the individual

Born Digital May 14 2021 The first generation of Digital Natives children who were born into and raised in the digital world are coming of age, and soon our world will be reshaped in their image. Our economy, our politics, our culture, and even the shape of our family life will be forever transformed. But who are these Digital Natives? And what is the world they're creating going to look like? In Born Digital, leading Internet and technology experts John Palfrey and Urs Gasser offer a sociological portrait of these young people, who can seem, even to those merely a generation older, both extraordinarily sophisticated and strangely narrow. Exploring a broad range of issues, from the highly philosophical to the purely practical, Born Digital will be essential reading for parents, teachers, and the myriad of confused adults who want to understand the digital present and shape the digital future.

Being Digital Sep 29 2022 NATIONAL BESTSELLER • "Succinct and readable.... If you suffer from digital anxiety ... here is a book that lays it all out for you." --Newsday In lively, mordantly witty prose, Negroponte decodes the mysteries--and debunks the hype--surrounding bandwidth, multimedia, virtual reality, and the Internet, and explains why such touted innovations as the fax and the CD-ROM are likely to go the way of the BetaMax.

Architectural Intelligence Jun 26 2022 Architects who engaged with cybernetics, artificial intelligence, and other technologies poured the foundation for digital interactivity. In Architectural Intelligence, Molly Wright Steenson explores the work of four architects in the 1960s and 1970s who incorporated elements of interactivity into their work. Christopher Alexander, Richard Saul Wurman, Cedric Price, and Nicholas Negroponte and the MIT Architecture Machine Group all incorporated technologies—including cybernetics and artificial intelligence—into their work and influenced digital design practices from the late 1980s to the present day. Alexander, long before his famous 1977 book A Pattern Language, used computation and structure to visualize design problems; Wurman popularized the notion of "information architecture"; Price designed some of the first intelligent buildings; and Negroponte experimented with the ways people experience artificial intelligence, even at architectural scale. Steenson investigates how these architects pushed the boundaries of architecture—and how their technological experiments pushed the boundaries of technology. What did computational, cybernetic, and artificial intelligence researchers

have to gain by engaging with architects and architectural problems? And what was this new space that emerged within these collaborations? At times, Steenson writes, the architects in this book characterized themselves as anti-architects and their work as anti-architecture. The projects Steenson examines mostly did not result in constructed buildings, but rather in design processes and tools, computer programs, interfaces, digital environments. Alexander, Wurman, Price, and Negroponte laid the foundation for many of our contemporary interactive practices, from information architecture to interaction design, from machine learning to smart cities.

Being Digital Aug 29 2022 Aimed at the non-expert, this is a guide to survival on the information superhighway.

The Language Teacher Rebel Nov 07 2020 Do you want to start teaching a language online, be your own boss and be able to work from anywhere that has wifi? Do you want to make a difference in the world by using your language skills to empower people and give them the confidence they need to develop? This timely book covers everything needed to set up a successful online language teaching business, from creating the right mindset, tech and marketing, to designing products and services, finding students online, growing your business and more. More than a manual, it is also a rallying call for language teachers - or language teacher rebels - to share cultural values beyond the traditional classroom and encourage integration on a worldwide scale. An accompanying Language Teacher Rebel Toolkit, containing a comprehensive set of editable, effective and time-saving templates for all the essential documents needed to set up and run an online language teaching business, is available for sale at library.teachyourself.com. Including planners, email scripts and financial templates, this toolkit has everything you need to get organised and get teaching.