1. Record Nr. UNINA990005274440403321

Autore	Betori, Giuseppe
Titolo	Perseguitati a causa del nome : Strutture dei racconti di persecuzione in Atti 1,12-8,4 / Giuseppe Betori
Pubbl/distr/stampa	Rome : Biblical Institute Press, 1981
Descrizione fisica	XV, 211 p., 17 tav. ; 24 cm
Collana	Analecta biblica : Investigationes scientificae in res biblicas ; 97
Disciplina	226.606
Locazione	FLFBC
Collocazione	226.606 BET 1
Lingua di pubblicazione	Francese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910794222603321

Autore	Octobre Sylvie
Titolo	Youth technoculture : from aesthetics to politics / / by Sylvie Octobre ; translated from French by Sarah-Louise Raillard
Pubbl/distr/stampa	Leiden, The Netherlands ; ; Boston : , : Brill, , [2021] ©2021
ISBN	90-04-44753-9
Descrizione fisica	1 online resource (xi, 206 pages)
Collana	Youth in a Globalizing World
Disciplina	004.6780835
Soggetti	Internet and youth
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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-- 3 Going beyond Moral Panic -- 4 The New Barbarians -- Chapter 1 Culture in a Technological World: Major Fears Resurface -- 1 The Fear of Technocultural Mutations -- 1.1 Convergence, Mon Amour -- 1.2 Globalizing Hyperculture -- 1.3 From Works of Art to Cultural Contents -- 2 The End of Culture? -- 2.1 The Destructive Power of Technological Hegemony? -- 2.2 The Loss of the Tangible -- 2.3 Behind Technological Change, Cultural Shifts -- 3 The World of Machines -- 3.1 Computational Dynamics -- 3.2 The Past Predicts the Future -- or, Birds of a Feather Stick Together -- 3.3 The Cultural Promise of Big Data -- Chapter 2 The Cult of Participation -- 1 The Pro-am: A Form of Commitment in the Technocultural Regime -- 1.1 The Roots of The Pro-am: The Poacher -- 1.2 The Pro-am Revolution -- 2 Collective Intelligence and Community -- 2.1 What Is Collective Intelligence? -- 2.2 Collective Intelligence and Cultural Expertise -- 3 The Culture of Doing -- 3.1 Compensatory Skills -- 3.2 Creative Remixing -- 4 A New Ecology of Attention -- 4.1 In Search of Lost Attention Spans -- 4.2 In Praise of Free-Floating Attention and the Illusion of Multitasking -- 4.3 Hyper Attention: An Autopsy -- Chapter 3 The Impact of Youth Technoculture on Cultural Myths -- 1 Expressiveness -- 1.1 Expressive Individualism -- 1.2 The Rise of Experimentation -- 2 Emotions First and Foremost -- 2.1 Peak Experiences -- 2.2 Presentification -- 3 Mobility as Value -- 3.1 The Call to Mobility -- 3.2 Aesthetico-cultural Cosmopolitanism -- 3.3 A New Criterion for Ranking -- 4 Additive Comprehension -- 4.1 Putting Together the Collaborative Transmedia Puzzle -- 4.2 The Reputation Filter.
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3 Democracy and Technoculture -- 3.1 Democracy and Polyphonic Regimes of Truth -- 3.2 Knowledge Societies and Cognitive Bubbles -- 3.3 Neo-democracy or Democracy Threatened by Technoculture -- Conclusion Resisting the Appeal of Worst-Case Scenarios -- 1 A Twofold Movement of Creativity and Diversity -- 2 Reconfiguring Public

	Space -- 3 Rejecting Pessimism -- Bibliography -- Reports -- Books and articles -- Index.
Sommario/riassunto	"Fake, mods, gaming, remix... these terms refer to modes of access, linked to digital convergence, but above all to capacities for action on cultural content, as well as on creative capacities, made possible thanks to ICTs. The media cultures of the audiovisual era are thus succeeded by the techno cultures of the digital era, in which the smartphone is becoming the first cultural terminal. These changes have a profound influence on the ways in which young people build their lives, but also on social ties. What do fansubbing and media activism have in common? What education do these changes require? These are some of the questions Youth Technoculture: From Aesthetics to Politics tries to answer"--