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Titolo	Digital Citizenship in Twenty-First-Century Young Adult Literature : Imaginary Activism // by Megan L. Musgrave
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction -- Cyborg Bodies in Illness and Disability Narratives -- Cyborg Minds at Play in Participatory Cultures, or, Going Public in Private -- Gamer Guys: Playing with Civic Responsibility in Ludic Fiction -- Gamer Girls: Going Online in the Age of Misogynist Terrorism -- Imaginary Activism -- Conclusion -- Bibliography -- Index.
Sommario/riassunto	This book is a study of the evolving relationships between literature, cyberspace, and young adults in the twenty-first century. Megan L. Musgrave explores the ways that young adult fiction is becoming a platform for a public conversation about the great benefits and terrible risks of our increasing dependence upon technology in public and

private life. Drawing from theories of digital citizenship and posthuman theory, *Digital Citizenship in Twenty-First Century Young Adult Literature* considers how the imaginary forms of activism depicted in literature can prompt young people to shape their identities and choices as citizens in a digital culture.

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