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| Soggetti | Geographic information systems Digital humanities Mass media Science - Study and teaching Geographical Information System Digital Humanities Media Sociology Science Education |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references at the end of each chapters. |
| Nota di contenuto | Dynamic and interactive digital collections and archiving -- Arts and humanities, social media computing, 'Big-Data' crowdsourcing, networking and pedagogy -- Neogeographic, geospatial and critical discursive mapping technologies -- 3D immersive and visualization environments; augmented realities -- Electronic music, dramatic and filmic performance; visual arts -- Digital story-telling, narratology, archiving and publishing -- Postcolonial, cultural and indigenous digital counter-engagements and interpenetrations -- Gaming, New Media and Avant Garde digital intertextualities and integrations. . |
| Sommario/riassunto | The case studies in this book illuminate how arts and humanities tropes can aid in contextualizing Digital Arts and Humanities, Neogeographic and Social Media activity and data through the creation interpretive schemas to study interactions between visualizations, language, human behaviour, time and place. |

