Record Nr. UNINA9910300605403321 Autore Cashmore Ellis **Titolo** Screen Society / / by Ellis Cashmore, Jamie Cleland, Kevin Dixon Pubbl/distr/stampa Cham:,: Springer International Publishing:,: Imprint: Palgrave Macmillan, , 2018 3-319-68164-8 **ISBN** Edizione [1st ed. 2018.] Descrizione fisica 1 online resource (xvi, 262 pages) Disciplina 303.4834 Soggetti Social sciences Culture Technology—Sociological aspects Technology Sports—Sociological aspects Cross-cultural psychology Popular Social Sciences Sociology of Culture Science and Technology Studies Culture and Technology Sociology of Sport and Leisure Cross Cultural Psychology Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Nota di bibliografia Includes bibliographical references and index. Nota di contenuto 1. Introduction -- 2. History -- 3. Screenagers -- 4. Addiction -- 5. Politics -- 6. Children -- 7. Trolling -- 8. Gender -- 9. Gaming and Gambling -- 10. Health -- 11. Dating -- 12. Consumption -- 13. Privacy. Sommario/riassunto Screens have been with us since the eighteenth century, though we became accustomed to staring at them only after the appearance of film and television in the twentieth century. But there was nothing in film or TV that prepared us for the revolution wrought by the combination of screens and the internet. Society has been transformed and this book asks how and with what consequences? Screen Society's

conclusions are based on an original research project conducted by

scholars in the UK and Australia. The researchers designed their own research platform and elicited the thoughts and opinions of nearly 2000 participants, to draw together insights of today's society as seen by users of smartphones, tablets and computers — what the authors call Screenagers. The book issues challenges to accepted wisdom on many of the so-called problems associated with our persistent use of screen devices, including screen addiction, trolling, gaming and gambling.