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	Autore	JAUREGUI, Juan : de
	Titolo	Orfeo / Juan de Jauregui ; edicion de Pablo Cabanas
	Pubbl/distr/stampa	Madrid : Instituto M. De Cervan, 1948
	Descrizione fisica	XXI, 113 p. ; 18 cm
	Collocazione	VI.5.A. 81/13(II Sp A 1/13)
	Lingua di pubblicazione	Spagnolo
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	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
	ISBN	9783319681641 3319681648
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (xvi, 262 pages)
	Disciplina	303.4834
	Soggetti	Sociology Culture Science - Social aspects Technology - Sociological aspects Sports - Sociological aspects Ethnopsychology Sociology of Culture Science and Technology Studies Science, Technology and Society Sport Sociology 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.