Record Nr. UNINA9910483987603321 Autore **Dator James A** Titolo Mutative Media: Communication Technologies and Power Relations in the Past, Present, and Futures // by James A. Dator, John A. Sweeney, Aubrey M. Yee Cham:,: Springer International Publishing:,: Imprint: Springer,, Pubbl/distr/stampa 2015 3-319-07809-7 **ISBN** Edizione [1st ed. 2015.] Descrizione fisica 1 online resource (223 p.) Collana Lecture Notes in Social Networks, , 2190-5428 Disciplina 006.7 300 302.2 302.23 Soggetti Communication Multimedia systems Mass media Political science Communication Studies Media Design Media Sociology Political Science Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Technology, Communication, Power, Society, and Change --Communication Technologies and Power Relations in Five Historical Periods -- Communication Technologies and Power Relations, from Electricity to Electronics -- Communication Technology in the Extended Present and Futures -- Alternative Futures at the Manoa School --Gaming Futures -- Mutatis Mutandis -- Appendix: Results from Gaming Futures. Sommario/riassunto Mutative Media is a sweeping examination of how communication

technologies have contributed to changes in people's thoughts and actions, and thus in the power structures of societies, in the past, at

present, and in four alternative futures. We start by surveying what is generally known about the emergence of human language and speech that has enabled humans to extend their organizing abilities beyond that of other hominids. We then review research on the emergence of signs, symbols, and eventually writing, which led to new ways of thinking, acting, and organizing in scribal societies and vastly extended human influence globally. We consider the impact of the printing press in Europe, the Middle East, China, and Korea that led to various ways of thinking and organizing in modern societies, and conclude our historical survey with a discussion of the emergence and impact of electric and electronic communication technologies from the nineteenth century to the present. After a brief overview of what "futures studies" is and is not, based on our extensive experience in the field, we present four generic alternative futures, and discuss a prototype of a hybrid, mixed-reality game designed to enable players to experience the power and potential of new communication technologies within four very different environments and conditions. We think you will be intrigued by our surprising findings and what they may mean for future generations!