

1. Record Nr.	UNINA9910545199203321
Titolo	Discourse and digital practices : doing discourse analysis in the digital age // edited by Rodney H. Jones, Alice Chik, Christoph A. Hafner ; contributors David Barton [and thirteen others]
Pubbl/distr/stampa	London, [England] ; ; New York, New York : , : Routledge, , 2017 ©2015
ISBN	1-317-53699-1 1-138-02233-0 1-315-72646-7 1-317-53700-9
Edizione	[1 ed.]
Descrizione fisica	1 online resource (263 p.)
Classificazione	LAN000000LAN009000
Disciplina	401/.41 401.41
Soggetti	Discourse analysis - Data processing Technological innovations Digital Social media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Title Page; Copyright Page; Table of Contents; List of Illustrations; List of Contributors; Acknowledgments; 1 Introduction: discourse analysis and digital practices; 2 Discourse analysis of games; 3 Discourse, cybernetics, and the entextualisation of the self; 4 Tagging on Flickr as a social practice; 5 Intertextuality and interdiscursivity in online consumer reviews; 6 YouTube as text: spoken interaction analysis and digital discourse; 7 Co-constructing identity in virtual worlds for children; 8 Recreational language learning and digital practices: positioning and repositioning 9 Investigating digital sex talk practices: a reflection on corpus-assisted discourse analysis10 Apps, adults and young children: researching digital literacy practices in context; 11 'It's changed my life': iPhone as technological artefact; 12 Digital discourse@public space: flows of language online and offline; 13 The discourses of

celebrity in the fanvid ecology of Club Penguin machinima; 14  
Discourses of 'curation' in digital times; 15 The discursive construction  
of education in the digital age; Index

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Sommario/riassunto

"Discourse and Digital Practices shows how tools from discourse analysis can be used to help us understand new communication practices associated with digital media, from video gaming and social networking to apps and photo sharing. Fourteen eminent scholars including James Paul Gee and Camilla Vasquez address the challenges of working with digital texts and interactions, and illustrate how different approaches to discourse analysis can be adapted in the face of these new digital practices. This cutting-edge book will be of interest to advanced students studying courses on digital literacies or language and digital practices"--

"Discourse and Digital Practices shows how tools from discourse analysis can be used to help us understand new communication practices associated with digital media, from video gaming and social networking to apps and photo sharing. This cutting-edge book:draws together fourteen eminent scholars in the field including James Paul Gee, David Barton, Ilana Snyder, Phil Benson, Victoria Carrington, Guy Merchant, Camilla Vasquez, Neil Selwyn and Rodney Jonesaddresses the central question: "How does discourse analysis enable us to understand digital practices?"demonstrates how digital practices and the associated new technologies challenge discourse analysts to adapt traditional analytic tools and formulate new theories and methodologiesanalyses a different type of digital media in each chapterexamines digital practices from a wide variety of approaches including textual analysis, conversation analysis, interactional sociolinguistics, multimodal discourse analysis, object ethnography, geosemiotics, and critical discourse analysis. Discourse and Digital Practices will be of interest to advanced students studying courses on digital literacies or language and digital practices"--

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