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Altri autori (Persone)	BlankTrevor J
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Nota di contenuto	Contents; Acknowledgments; Brief Word on QR Codes; Introduction: Pattern in the Virtual Folk Culture of Computer-Mediated Communication - Trevor J. Blank; 1. How Counterculture Helped Put the "Vernacular" in Vernacular Webs - Robert Glenn Howard; 2. Netizens, Revolutionaries, and the Inalienable Right to the Internet - Tok Thompson; 3. Performance 2.0: Observations toward a Theory of the Digital Performance of Folklore - Anthony Bak Buccitelli; 4. Real Virtuality: Enhancing Locality by Enacting the Small World Theory - Lynne S. McNeill 5. Jokes on the Internet: Listing toward Lists - Elliott Oring6. The Jewish Joke Online: Framing and Symbolizing Humor in Analog and Digital Culture - Simon J. Bronner; 7. From Oral Tradition to Cyberspace: Tapeworm Diet Rumors and Legends - Elizabeth Tucker; 8. Love and War and Anime Art: An Ethnographic Look at a Virtual Community of Collectors - Bill Ellis; 9. Face-to-Face with the Digital Folk: The Ethics of Fieldwork on Facebook - Montana Miller; References; About the Contributors; Index
Sommario/riassunto	Smart phones, tablets, Facebook, Twitter, and wireless Internet connections are the latest technologies to have become entrenched in our culture. Although traditionalists have argued that computer-

mediated communication and cyberspace are incongruent with the study of folklore, Trevor J. Blank sees the digital world as fully capable of generating, transmitting, performing, and archiving vernacular culture. Folklore in the Digital Age documents the emergent cultural scenes and expressive folkloric communications made possible by digital "new media" technologies. New media is cha
