Record Nr. UNINA9910790375603321 From text to txting [[electronic resource]]: new media in the classroom **Titolo** // edited by Paul Budra and Clint Burnham Pubbl/distr/stampa Bloomington, Ind., : Indiana University Press, c2012 **ISBN** 1-280-69655-9 9786613673510 0-253-00720-8 Descrizione fisica 1 online resource (284 p.) Altri autori (Persone) BudraPaul Vincent <1957-> BurnhamClint <1962-> 371.33 Disciplina Soggetti Digital media Education - Effect of technological innovations on Educational technology - Social aspects Popular culture - Effect of technological innovations on Social media Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Introduction / Paul Budra and Clint Burnham -- Roll a D20 and the Nota di contenuto author dies / Paul Budra -- Consider the source: critical considerations of the medium of social media / Kirsten C. Uszkalo and Darren James Harkness -- Voice of the gutter: comics in the academy / Tanis MacDonald -- Television: the extraliterary device / Daniel Keyes --Hypertext in the attic: the past, present, and future of digital writing / Andreas Kitzmann -- The ABCs of viewing: material poetics and the literary screen / Philip A. Klobucar -- "Let the rhythm hit [apos]em": hip-hop, prosody, and meaning / Alessandro Porco -- Thinking inside the box: a short view of the immorality and profaneness of television studies / C. W. Marshall and Tiffany Potter -- Middlebrow lit and the end of postmodernism / Clint Burnham. Literary scholars face a new and often baffling reality in the classroom: Sommario/riassunto students spend more time looking at glowing screens than reading printed text. The social lives of these students take place in cyberspace

instead of the student pub. Their favorite narratives exist in video

games, not books. How do teachers who grew up in a different world engage these students without watering down pedagogy? Clint Burnham and Paul Budra have assembled a group of specialists in visual poetry, graphic novels, digital humanities, role-playing games, television studies, and, yes, even the middle-brow no