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Sommario/riassunto

"Fake, mods, gaming, remix... these terms refer to modes of access, linked to digital convergence, but above all to capacities for action on cultural content, as well as on creative capacities, made possible thanks to ICTs. The media cultures of the audiovisual era are thus succeeded by the techno cultures of the digital era, in which the smartphone is becoming the first cultural terminal. These changes have a profound influence on the ways in which young people build their lives, but also on social ties. What do fansubbing and media activism have in common? What education do these changes require? These are some of the questions Youth Technoculture: From Aesthetics to Politics tries to answer"--
