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Nota di contenuto	Half Title -- Series Information -- Title Page -- Copyright Page -- Contents -- Introduction From Mediaculture to Technoculture -- 1 After Mediacultures -- 2 Technocultural Mutations and Social Mutations -- 3 Going beyond Moral Panic -- 4 The New Barbarians -- Chapter 1 Culture in a Technological World: Major Fears Resurface -- 1 The Fear of Technocultural Mutations -- 1.1 Convergence, Mon Amour -- 1.2 Globalizing Hyperculture -- 1.3 From Works of Art to Cultural Contents -- 2 The End of Culture? -- 2.1 The Destructive Power of Technological Hegemony? -- 2.2 The Loss of the Tangible -- 2.3 Behind Technological Change, Cultural Shifts -- 3 The World of Machines -- 3.1 Computational Dynamics -- 3.2 The Past Predicts the Future -- or, Birds of a Feather Stick Together -- 3.3 The Cultural Promise of Big Data -- Chapter 2 The Cult of Participation -- 1 The Pro-am: A Form of Commitment in the Technocultural Regime -- 1.1 The Roots of The Pro-am: The Poacher -- 1.2 The Pro-am Revolution -- 2 Collective Intelligence and Community -- 2.1 What Is Collective Intelligence? -- 2.2 Collective Intelligence and Cultural Expertise -- 3 The Culture of Doing -- 3.1 Compensatory Skills -- 3.2 Creative Remixing -- 4 A New Ecology of Attention -- 4.1 In Search of Lost Attention Spans -- 4.2 In Praise of Free-Floating Attention and the Illusion of Multitasking -- 4.3 Hyper Attention: An Autopsy -- Chapter 3 The Impact of Youth Technoculture on Cultural Myths -- 1 Expressiveness -- 1.1 Expressive Individualism -- 1.2 The Rise of Experimentation -- 2 Emotions First

and Foremost -- 2.1 Peak Experiences -- 2.2 Presentification -- 3
Mobility as Value -- 3.1 The Call to Mobility -- 3.2 Aesthetico-cultural
Cosmopolitanism -- 3.3 A New Criterion for Ranking -- 4 Additive
Comprehension -- 4.1 Putting Together the Collaborative Transmedia
Puzzle -- 4.2 The Reputation Filter.
Chapter 4 How Technoculture Shapes Youth Norms -- 1 Autonomy, an
Ambiguous Standard -- 1.1 Cultural Consumption: The First Steps
towards Autonomy -- 1.2 Private and Public Autonomy -- 1.3 The
Framework of Cultural Autonomy and Its Inner Tensions -- 2 Norms of
Engagement, Relation and Selection -- 2.1 The Importance of Choice
-- 2.2 From Relationships to the Proximity Effect -- 2.3 What
Engagement Signifies -- 3 The Vices and Virtues of Eclecticism -- 3.1
Revisiting Youth Omnivorism -- 3.2 The Challenge of Eclecticism --
Chapter 5 Technoculture, Education and Self-Education -- 1 Is
Technoculture an Alternative Form of Education? -- 1.1 A "real-world"
Education -- 1.2 The Return of Aesthetics -- 1.3 Modes of Learning
and Affinity Spaces -- 2 The Challenge of Transliteracy -- 2.1 Literacy,
Media Literacy and Digital Literacy -- 2.2 The Components of
Transliteracy -- 2.3 A Weapon against Bullshit -- 3 Mediation and
Remediation -- 3.1 A New Organizing Principle for Knowledge? -- 3.2
Self-Organization and Remediation -- Chapter 6 Technological and
Cultural Fault Lines -- 1 Technocultural Fault Lines -- 1.1 The Access
Divide -- 1.2 The Usage Divide -- 1.3 The Transferability Divide -- 1.4
The Reflexive Capacity Divide -- 2 A Universe Where Important
Inequalities Persist -- 2.1 An Argument against "the tribalization of
youth culture" -- 2.2 Factoring in Gender -- 2.3 Cumulative
Inequalities? -- Chapter 7 The Political and Ethical Implications of
Youth Technoculture -- 1 Technoculture Is (Inherently) Political -- 1.1
Becoming a Political Actor in the Era of Technoculture -- 1.2 Towards a
Technocultural Public and Political Space -- 1.3 The Technocultural
Regime Threatened by Rumors -- 1.4 Far from the Technocultural
Crowd -- 2 Political Activism and Technoculture -- 2.1 Political and
Cultural Media Activism -- 2.2 Political and Cultural Hacktivism.
3 Democracy and Technoculture -- 3.1 Democracy and Polyphonic
Regimes of Truth -- 3.2 Knowledge Societies and Cognitive Bubbles --
3.3 Neo-democracy or Democracy Threatened by Technoculture --
Conclusion Resisting the Appeal of Worst-Case Scenarios -- 1 A
Twofold Movement of Creativity and Diversity -- 2 Reconfiguring Public
Space -- 3 Rejecting Pessimism -- Bibliography -- Reports -- Books
and articles -- Index.

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" --
