

## University of Exeter – Communications

Communications is a broad field of study. Scholars come from a range of intellectual backgrounds to examine the history and power of various technologies, the texts that these technologies produce, and the different ways that audiences respond to them. In your first year at Exeter, you'll get a broad introduction to the field and, as you progress, you'll start to figure out which specific areas you wish to focus upon.

Summer is a good time to do some preparatory reading. The suggestions below will give you a small flavour of the exciting intellectual journey you are about to embark upon. Explore at your leisure and enjoy!

### General Introductions to Communications

Hodkinson, P. (2016). *Media, Culture and Society: An Introduction*. London: SAGE.

Siapera, E. (2018). *Understanding New Media*, 2nd ed. London: SAGE.

### The Internet

Shulte, S.R. (2013). *Cached: Decoding the Internet in Global Popular Culture*. New York: NYU.

Chun, W.H.K. (2017). *Updating to Remain the Same: Habitual New Media*. Cambridge, MA: MIT

Zuboff, S. (2019). *The Age of Surveillance Capitalism: The Fight for a Human Future at the New Frontier of Power*. London: Profile.

### Social Media and Networked Cultures

Jenkins, H. (2008). *Convergence Culture: Where Old and New Media Collide*. New York: NYU.

Seymour, R. (2019). *The Twittering Machine*. London: Indigo.

### Digital Technologies

Greenfield, A. (2018). *Radical Technologies: The Design of Everyday Life*. London: Verso.

Noble, S.U. (2018) *Algorithms of Oppression: How Search Engines Reinforce Racism*. New York: New York University Press.

Mullaney, T.S., B. Peters, M. Hicks and K. Philip (eds.) (2021). *Your Computer is on Fire*. Cambridge, MA: MIT Press.

### Political Communication

Chadwick, A. (2017). *The Hybrid Media System*, 2nd ed. Oxford: OUP.

### Celebrity Culture

Marwick, A. (2013). *Status Update: Celebrity, Publicity, and Branding in the Social Media Age*. New Haven: Yale.

### Television

Lotz, A. (2014). *The Television Will Be Revolutionized*, 2nd ed. New York: NYU.

## **Video Games**

Isbister, K. (2017). *How Games Move Us: Emotion By Design*. Cambridge: MIT.