Denmark
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The Mediatization of Culture and Society

Mediatization has emerged as a key concept to reconsider old, yet fundamental questions about the role and influence of media in culture and society. In particular the theory of mediatization has proved fruitful for the analysis of how media spread to, become intertwined with, and influence other social institutions and cultural phenomena like politics, play and religion.

This book presents a major contribution to the theoretical understanding of the mediatization of culture and society. This is supplemented by in-depth studies of: The mediatization of politics: From party press to opinion industry; The mediatization of religion: From the faith of the church to the enchantment of the media; The mediatization of play: From bricks to bytes; The mediatization of habitus: The social character of a new individualism. Mediatization represents a new social condition in which the media have emerged as an important institution in society at the same time as they have become integrated into the very fabric of social and cultural life. Making use of a broad conception of the media as technologies, institutions and aesthetic forms, Stig Hjarvard considers how characteristics of both old and new media come to influence human interaction, social institutions and cultural imaginations.

The Art Of Failure
An Essay on the Pain of Playing Video Games

We may think of video games as being “fun,” but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn’t seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it.

Museum Communication and Social Media
The Connected Museum

Visitor engagement and learning, outreach, and inclusion are concepts that have long dominated professional museum discourses. The recent rapid uptake of various forms of social media in many parts of the world, however, calls for a reformulation of familiar opportunities and obstacles in museum debates and practices. Young people, as both early adopters of digital forms of communication and latecomers to museums, increasingly figure as a key target group for many museums. This volume presents and discusses the most advanced research on the multiple ways in which social media operates to transform museum communications in countries as diverse as Australia, Denmark, Germany, Norway, the UK, and the United States. It examines the socio-cultural contexts, organizational and education consequences, and methodological implications of these transformations.
**Law and Justice in Literature, Film and Theater**

Nordic Perspectives on Law and Humanities


This book is a Nordic contribution to law and humanities. It treats the legal culture of the Nordic countries through intensive analyses of canonical Nordic artworks. Law and justice have always been ‘burning issues’ in Nordic literature, film and theater from the Icelandic sagas through for instance Ludvig Holberg and Henrik Ibsen until Lars Noréns theatre and Lars von Trier’s dogmefilms of today. This book strives to answer two fundamental questions: is there a special Nordic justice? And what does the legal and literary/aesthetic culture of the North mean for the concept of law and justice and for the understanding of the interdisciplinary exchange of law and humanities? Law and literature was originally developed in countries of common law. This book investigates law and humanities from a different legal tradition, and contributes thus both to the discussion of the general and the comparative studies of law and humanities.

**Visualizing the Past**

The Power of the Image in German Historicism


Visual media had a decisive impact on how the past was perceived in historicist culture in nineteenth-century Germany. The panorama, photography, and book illustrations can portray the past under the auspices of spatiality. Research on historicist culture often neglects this dimension of space and concentrates on traditional historicist paradigms, such as temporality, narrative, and teleology. By investigating the visual vocabulary of different historicist genres (academic historiography, illustrated history books, historical maps), this volume expands an understanding of German historicist culture as a multi-medial phenomenon, and shows that past is conveyed in spatial forms, such as travel locations, national and colonial spaces, as well as geographical areas. Tracing these concepts of historical space, this volume demonstrates that the image works as a powerful tool to propagate the ideology of German imperialism in the nineteenth-century, but also can critically reflect the political agendas of national historicism.

**Documentary in a Multiplatform Context**


This thesis explores documentary film and industry in the multiplatform mediascape in the UK, during the period 2006 to 2011. The thesis consists of four articles, each one of which explores a different aspect of documentary film and industry within the multiplatform context. The first part of the thesis outlines the main directions of thinking in these areas: firstly, documentary film; secondly, production studies especially with reference to documentary industry; and, thirdly, multiplatform broadcasting and audiovisual mediation. This section also charts the theoretical, historical and methodological framework that these articles place themselves within and that underpins the critical assumptions and foundation on which this thesis rests. The first three articles in this thesis are industry level studies examining the dynamics between UK public service broadcasters and new documentary content and portals and sites across platforms and how these interrelate in a multiplatform context. The final, third part of the thesis summarise the overall observations about how documentary reference reality, place itself in relationship to its producers, users and producers and how the documentary industry is reconfiguring itself in a multi-platform context.

**Mobilized by mobile media**

How Chinese people use mobile phones to change politics and democracy


This dissertation examines the use of the mobile phone in contentious politics in contemporary China. It undertakes a qualitative analysis of multiple cases to investigate how Chinese people adopt and appropriate mobile media to meet their communication needs, struggle against the authorities, and facilitate an inexpensive counter-public sphere. Drawing on Negt and Kluge’s conceptual framework of the counter-public sphere, specifically, this study addresses the role of the mobile phone in guaranteeing the right to communication, which not only articulates the lived experiences of social and political exclusion but also ensures a relatively independent communicative sphere for counter-publics beyond the dominant public sphere in contemporary China. This study aims at contributing to the field of mobile communication studies, as illuminated by theories of counter-publics and by taking China as the center piece.
Articles

Bondebjerg, I. (2013). Confronting the Past. Trauma, History and Memory in Wajda’s Film. Images. The International Journal of European Film, Performing Arts and Audiovisual Communication, XII(20)


Chattopadhyay, B. (2013). The cinematic soundscape: Conceptualising the use of sound in Indian films. SoundEffects - An Interdisciplinary Journal of Sound and Sound Experience, 2(2)


Frandsen, K. (2013). In a Different Game?: Reflections on sports in the media as seen from a play and game perspective. I Pedersen, P. M. (red.), Routledge Handbook of Sport Communication. (s. 20-28). Routledge.


Jensen, K. B. (2013). What’s mobile in mobile communication?. Mobile Media & Communication, 1, 26-31


Langkjær, B. (2013). Sounds for a strange funeral. Short Film Studies, 3(2), 135-138


Other new literature

www.nordicom.gu.se/eng.php?portal=mr&main=
The book studies intermediality from both theoretical and empirical perspectives. The book starts by positioning intermediality as a theory and a methodological approach. The first group of articles focuses on critical reflection of media and mediation as concepts. The second group deals with intermediality in discourses about media change. The third group concentrates on analysis of representative cases, and the fourth group focuses on media institutions and professions.

The authors are Juha Herkman, Mikko Lehtonen, Arild Fetveidt, Raimo Salokangas, Taisto Hujanen, Hannu Salmi, Seppo Kangaspunta, Paavo Oinonen, Maiju Kannisto, Marko Ala-Fossi, Kauko Pietilä, Eeva Mäntymäki and Alan G. Stavitsky.

The author’s approach is mainly theoretical but in the latter part of the book, he also engages in empirical analysis of policy documents to examine and illustrate different political uses of media pluralism in current European media policy discourses.

This doctoral thesis contributes to a growing body of research on the relationship between Euroscepticism and the media, as well as that on Eurosceptic movements. The main purpose of the thesis was to answer the question What is (the meaning of) Euroscepticism by comparing the meanings attached to Euroscepticism in leading Swedish, Finnish and Estonian newspapers to the meanings that Eurosceptic authors in these three countries attached to the phenomenon in their written discourse during 2000-2006. Instead of offering a normative definition of Euroscepticism as a phenomenon, this study analysed the actual empirical uses of this term, including its synonyms, as well as the self-perceptions of people who identify with this label (or its synonyms). The study employed framing analysis, with a special emphasis on how frames are embedded in texts, as well as on processes of self-framing. It introduced a constructivist, interpretive and qualitative approach to the study of Euroscepticism, which has so far received an overwhelmingly realist, positivist and quantitative treatment in research literature.

The author argues that media pluralism needs to be rescued from its depoliticized uses and re-imagined more broadly as a normative value that refers to the distribution of communicative power in the public sphere. Media pluralism should be understood in terms of its ability to challenge inequalities and create democratic public sphere.

Other new literature

Articles


Ridell, S. (2012). Mode of action perspective to engagements with social media: articulating activities on


Remix Theory. The Gesthetics of Sampling

Remix Theory: The Aesthetics of Sampling is an analysis of Remix in art, music, and new media. Navas argues that Remix, as a form of discourse, affects culture in ways that go beyond the basic recombination of material. His investigation locates the roots of Remix in early forms of mechanical reproduction, in seven stages, beginning in the nineteenth century with the development of the photo camera and the phonograph, leading to contemporary remix culture. This book places particular emphasis on the rise of Remix in music during the 1970s and '80s in relation to art and media at the beginning of the twenty-first Century. Navas argues that Remix is a type of binder, a cultural glue—a virus—that informs and supports contemporary culture.

Children in the Online World
Risk, Regulation, Rights

What is online risk? How can we best protect children from it? Who should be responsible for this protection? Is all protection good? Can Internet users trust the industry? These and other fundamental questions are discussed in this book. Beginning with the premise that the political and democratic processes in a society are affected by the way in which that society defines and perceives risks, Children in the Online World offers insights into the contemporary regulation of online risk for children (including teens), examining the questions of whether such regulation is legitimate and whether it does in fact result in the sacrifice of certain fundamental human rights. The book draws on representative studies with European children concerning their actual online risk experiences as well as an extensive review of regulatory rationales in the European Union, to contend that the institutions of the western European welfare states charged with protecting children have changed fundamentally, at the cost of the level of security that they provide. In consequence, children at once have more rights with regard to their personal decision making as digital consumers, yet fewer democratic rights to participation and protection as ‘digital citizens’. A theoretically informed, yet empirically grounded study of the relationship between core democratic values and the duty to protect young people in the media-sphere, Children in the Online World will appeal to scholars and students across the social sciences with interests in new technologies, risk and the sociology of childhood and youth.

Mapping the Somali Media
An Overview

From the late 1980s, hundreds of Somali media outlets (newspapers, radio stations, various TV channels and websites) have been created. These are in large part accessible over the internet. Given that there has been an upsurge of warfare in Somalia, different media establishments continue to have strong interests and stakes in the outcome of the Somali conflict. While some of the media actually try to promote peace building and nation building, they run the risk of being targeted by any of the warring parties. Others, because of their clan ties or ideological orientation, may attempt to stimulate further conflict or present a particular interest in reporting their stories (McChesney 2008). Others again might function as inciters of violence in some situations; often where the interests of the faction or clan they back is at stake, but genuinely attempt to promote conflict reconciliation when other clans or factions wage war. In order to assess the peace-making capacities of the Somali media, one has to first map the media landscape, starting with a historical overview. The project has studied along with print media, radio and television, the Somali news websites of most importance.

What Bothers Australian Kids Online?
Children Comment on Bullies, Porn and Violence
Elisabeth Staksrud, Kjartan Olafsson, Lelia Green, Danielle Brady, Donnell Holloway, Perth: Edith Cowan University Australia, 2013. 18 p.

This briefing on what bothers Australian kids online builds upon a short report from the EU Kids Online network: In their own words: What bothers children online? Based upon research across 25 European nations, with 25,142 children (aged 9-16) and the parent or caregiver most involved in supporting the child’s internet use, the In their own words report addresses children’s answers to the question: ‘What things on the internet would bother people about your age?’ Children had not been asked
about troubling content at this stage in the research, so their open-ended answers to this question represent the issues and subjects of concern that first came to mind when they thought about the kinds of online experiences that would trouble a child of about their age. The EU Kids Online short report’s authors are: Sonia Livingstone, London School of Economics and Political Science, UK; Lucyna Kirwil, Warsaw School of Social Sciences and Humanities, Poland; Cristina Ponte, Lisbonne University, Portugal; and Elisabeth Staksrud, University of Oslo, Norway, together with members of the EU Kids Online network. The Australian report is based on this prior work by Livingstone et al (2013), and acknowledges that all intellectual property and rights in this research belong to the EU Kids Online network. The full report of the EU Kids Online project examines risks and opportunities associated with children’s internet use in 25 European nations.

**Other new literature**

**Review articles**

Bucher, T. (2012). Want to be on the top?: algorithmic power and the threat of invisibility on Facebook. *New Media and Society*, 14, 1164-1180


van den Bulck, H., & Moe, H. (2012). To test or not to test: Comparing the development of ex ante public service media assessments in Flanders and Norway: comparing the development of ex ante public service media assessments in Flanders and Norway. *International Journal of Media and Cultural Politics, 8*(1), 31-49

**Articles in anthologies**


Krøvel, R., & Roksvold, T. (ed.), *We love to hate each other*. Chapter 12. (p. 249-262). Göteborg: Nordicom, Göteborgs universitet


www.nordicom.gu.se/eng.php?portal=mr&main=
The Personalisation of Swedish Politics
Party Leaders in the Election Coverage 1979-2010

The question of whether Swedish news media focus increasingly on the party leaders is thoroughly examined in this thesis. All in all, five formats are studied: Broadsheets (Dagens Nyheter, Svenska Dagbladet), tabloids (Aftonbladet, Expressen), public service television (SVT), public service radio (SR) and commercial television (TV4). Analytically, personalisation is conceived of as a concept with three dimensions: personification, orientation towards personae and intimisation. On a theoretical level, a contribution of the study is that it relates the question of increased personalisation not only to changes within the news media system; also changes within the political system are considered. With regard to the empirical results, it is shown that claims of an increasingly party leader oriented coverage must be more nuanced than they usually are. Of the five formats that are examined, a general trend of personalisation can be found only for the tabloids. For all other formats, the overall evidence is really quite mixed.

The Most Delicate Subject
A History of Sex Education Films in Sweden

The aim of this dissertation is to present a history of sex education films in Sweden, from their beginnings until the late 1970s, relating the films to the changing historical context of the Swedish welfare society. Within this framework, the dissertation explores two main sets of questions. First, utilizing a contextual understanding of genre, the dissertation analyzes how the films were produced, exhibited, and censored, what position and status they had, and where the borders were understood to be to kindred types of film, such as exploitation and pornography. Second, the norms and ideas about sexuality that the films construct are explored from a social constructionist perspective and put in historical context.

Apart from the films themselves, the material used consists of censorship records, archival material, and articles and reviews from the daily press and the trade press.

A Post-genomic Forensic Crime Drama
CSI: Crime Scene Investigation as Cultural Forum on Science

This thesis examines how the first 10 seasons of CSI: Crime Scene Investigation (CBS, 2000–) engage with discourses on science. Investigating CSI’s representation of scientific practices and knowledge, it explicitly attempts to look beyond the generic assumption that forensic crime dramas simply ‘celebrate’ science. The material is analysed at three different levels, studying CSI’s wider cultural discursive context, genre linkages, and audiovisual form. In order to fully account for the series’ specificity, the thesis undertakes comparative analyses of earlier forensic crime dramas and other relevant audiovisual material. Close textual readings of certain thematic tropes, narrative devices and visual imagery in CSI are thus supplemented by historical studies of their extended generic backgrounds. This textual-historical approach generates a general argument that CSI dramatizes and evokes a number of different, and often contradictory, scientific ideas, perspectives and discursive shifts.

The Sociality of Gaming
A Mixed Methods Approach to Understanding Digital Gaming as a Social Leisure Activity

This dissertation is an exploration of the practice of social digital gaming, using a mixed methods approach with complementary data and analytical methods. The main themes are the prevalence and meaning of gamers’ experiences of social gaming and the underlying structures limiting or assisting social gaming, both material and social. Applying an every-
day perspective, focus is on gamers’ day-to-day practices and experiences. Studies I and II enquire into relational aspects of social gaming based on interviews and survey data. Study III investigates the relationship between game design and gamer agency and its importance for social interaction with strangers, using in-game participant observation. Lastly in Study IV, building on interviews, female gamers come to the fore as their gender construction in an online game is examined with the aim of understanding the connection between online and offline. The main result concerns how social gaming takes place in various social relations. How gaming comes to be—what it means—is dependent on the relations between gamers, be they family members, real life friends, Internet friends or strangers. In these interactions, gender and sexual identity are realized; in the relations between gamers, physical proximate or online. Finally, virtuality is shown to be a social accomplishment of the people engaging in games rather than a property of the games themselves.

More than Meets the Eye
Transmedial Entertainment as a Site of Pleasure, Resistance and Exploitation

This thesis aims to further our understanding of the increasingly ambivalent power relationship that exists between agents in the entertainment industry and their most dedicated customers – the fans. The study employs a multiperspectival theoretical framework, in that cultural studies theory is enriched with perspectives from political economy. This integrated approach to the object of study yields a better understanding of the values of consumer activity, and fan productivity in particular, to industry and consumers respectively. The study applies existing theory on transmedial textuality, branding, and fandom to one particular franchise, Hasbro’s Transformers. The case study shows that companies and fans contribute to the building and promotion of the Transformers brand world – in collaboration and in conflict. While fan productivity occasionally takes place without direct encouragement from the companies involved, it is also largely anticipated and desired by marketing campaigns.

Beyond the Blog

This dissertation examines weblog community as a materially afforded and socially constructed space. In a set of three case studies, this dissertation examines three separate weblog communities between 2004 and 2008. Case study I looks at knowledge management bloggers in order to better understand how bloggers form communities. In this case study, it will be shown that blogs group thematically and in temporal bursts. These bursts of thematic activity allow for movement in and out of a community, as well as act as a bridge between different weblog communities. Case study II examines two pseudonymous bloggers in order to better understand how presentation and identity is understood in blogging. It will be shown in Case study II that social identity in weblog communities is negotiated through blogging practices such as transparency in writing and truthful presentation. Case study III delves further into social identity by examining a community of academic bloggers and how traditional, institutionalized expectations influence social identity over time, and if this influence differs in the core and periphery of the community.

Doing Things in Relation to Machines
Studies on Online Interactivity

This thesis approaches the use and non-use of online interactive features by societal institutions. Specifically, the thesis focuses on online newspapers and online political actors, studying the practitioners working within those institutions and on their respective audiences. Consisting of four empirical studies, the thesis is informed theoretically by the application of conceptual tools pertaining to structuration theory. In Anthony Giddens’ original conception, structuration theory posits that social structure is recursively shaped (and possibly altered) as human agents choose to re-enact certain modalities of specific structures. By changing their uses of the rules and resources made available to them by structure, humans are given agency in relation to overarching, macro-level structures. Giddens’ writings have also been contextualized to the study of information technology use by Wanda Orlikowski, who has mostly focused on organizational research. Combining insights from Giddens and Orlikowski, the thesis suggests that most Internet users are enacting a “structure of audiencehood”, entailing somewhat traditional consumer behavior, rather than a “structure of prosumentism”, which would entail extensive uses of the interactive features made available online.

Right Wing Populism in Europe
Politics and Discourse

Right-wing populist movements and related political parties are gaining ground in many EU member states. This interdisciplinary book provides an overall picture of the dynamics and development of these parties across Europe and beyond. Combining theory with in-depth case studies, it offers a comparative analysis of the
policies and rhetoric of existing and emerging parties including the British BNP, the Hungarian Jobbik and the Danish Folkparti. The case studies qualitatively and quantitatively analyse right-wing populist groups in the following countries: Austria, Germany, Britain, France, Sweden, Norway, Denmark, Italy, Netherlands, Hungary, Belgium, Ukraine, Estonia, and Latvia, with one essay exclusively focused on the US.

Other new literature


Articles


Nel, F., & Westlund, O. (2012). The 4C’s of Mobile News – Channels, Conversation, Content and Commerce. *Journalism Practice*


New Publications from Nordicom

**Media Innovations**
*A Multidisciplinary Study of Change*

Innovation is about change, and media products and services are changing. The processes of production and distribution of media are changing. The ownership and financing of media are changing. The roles of users are changing. And our ideas about media are changing.

This book argues that innovation theory provides better tools for media researchers who wish to understand and explain current developments in the media landscape – tools that not only allow them to see completely new things, but also to investigate aspects of new media that would otherwise not be as accessible.

**Producing the Internet**
*Critical Perspectives of Social Media*

Should contemporary media culture be understood as a culture that offers unprecedented freedom for producing participants – so-called “produsers”? Or should it rather be understood as a culture in which various forms of user participation in fact are conditioned, or even manufactured, by organized, professional producers?

Considering the increasing research attention that has been paid recently to various notions of mediated participation, most often with reference to social networking media or “web 2.0”, questions such as these are important to ask. They call attention to the need to both critically discuss and investigate the supposedly transformative potential of emerging media culture, which is based to a great extent on the applications that we have learnt to refer to as “social” media. The contributions to this book, thirteen chapters from international scholars, add to our critical understanding of these new forms of media. They all draw on various theoretical concepts – such as producers, community, and participation – used when analysing media culture. But they also share a critical interest in problematizing and analysing the forms of power built into this culture.

**Public Service Media from a Nordic Horizon**
*Politics, Markets, Programming and Users (Nordic Public Service Media Map 2)*

The Nordic countries have a tradition of strong support for their public service media and have also developed public service models that are characterized by their relatively small size and small populations. Moreover, the companies have many years’ experience of collaboration within the region – particularly with regard to coproduction of programs. On the contemporary international arena, within organizations such as the UN and UNESCO, there exists a fundamental conviction that public service media – which are neither commercial nor state owned and which are free from political influence – foster well-informed and enlightened citizens and therefore constitute a cornerstone of democratic development. Given this interest, Nordicom has carried out extensive work in the arena of public service media in the Nordic region – all within the frame of what we have chosen to call A Nordic Public Service Media Map. The aim of the project is to elucidate a framework for public service media – showing how the concept of public service media is operationalized in terms of the growth of democracy, the public space, media pluralism, cultural diversity, gender and social tolerance. The results of these efforts include recent research findings and statistical overviews.

**A Nordic Public Service Media Map**
(Nordic Public Service Media Map 3)

This publication presents an overview of the Nordic public service broadcasting system, in an attempt to map a Nordic public service media model. Through five report sections it seeks to map the Nordic public service role and position from different angles and in different contexts. The first section presents a framework for Nordic public service media by introducing the companies and current regulations. Section
2 pictures the public service companies’ situation related to commercial media on the Nordic media market. The main chapter, section 3, provides key facts about Nordic public service media: its financing, its output in the form of TV and radio channels plus web sites and Nordic cooperation. It also highlights some key features such as news, domestic production, children’s programming, services in minority languages, etc. The two last sections place Nordic media, as well as the Nordic region, in a European or global context. This publication is the third and final volume in Nordicom’s series, Nordic Public Service Media Map, which is a part of the globalisation strategy of the Nordic Council of Ministers. The aim of the project is to elucidate a framework for public service media – showing how the concept of public service media is operationalized in terms of the growth of democracy, the public space, media pluralism, cultural diversity, and social tolerance.

**Media and Information Literacy and Intercultural Dialogue**

**MILID Yearbook 2013**


This first MILID Yearbook is a result of a collaboration between the UNITWIN Cooperation Programme on Media and Information Literacy and Intercultural Dialogue (MILID), and the International Clearinghouse on Children, Youth and Media at NORDICOM, University of Gothenburg.

The UNITWIN cooperation is based on an initiative from the United Nations Educational, Scientific and Cultural Organization (UNESCO) and the UN Alliance of Civilizations (UNAOC). This Network was created in line with UNESCO’s mission and objectives, as well as the mandate of UNAOC, to serve as a catalyst and facilitator helping to give impetus to innovative projects aimed at reducing polarization among nations and cultures through mutual partnerships. This UNITWIN Network is composed of eight universities from different geographical areas. The main objectives of the Network are to foster collaboration among member universities, to build capacity in each of the countries in order to empower them to advance media and information literacy and intercultural dialogue, and to promote freedom of speech, freedom of information and the free flow of ideas and knowledge. Specific objectives include acting as an observatory for the role of media and information literacy (MIL) in promoting civic participation, democracy and development as well as enhancing intercultural and cooperative research on MIL.

**Speaking Up and Talking Back?**

**Media Empowerment and Civic Engagement among East and Southern African Youth**


The book questions whether and how young citizens in Africa engage with media and communications technologies and platforms in a desire to be included in the change processes of their societies. The theme echoes some of the claims made by disenchanted and frustrated youth and other citizens in the streets of North Africa’s cities in 2011 and 2012. They were severely critical of the governance structures in their countries, mass social mobilizations took place, governments fell and, in the aftermath, the slow process of transition continued, now with one tyrant less but still with uncertain outcomes and huge challenges for the social and economic development of these countries. Youth in particular engaged massively, visibly, loudly and dramatically around demands to be involved and included in their countries’ development processes. This yearbook taps into the less visible and dramatic, but nevertheless highly dynamic and influential, process of media development and the enlargement of youth-driven, deliberative spaces which sub-Saharan Africa is currently experiencing.