New Literature
Although media, digital and information divides do exist in the world, more and more people have access to a steadily swelling flow of material through many new channels. An interactive and mobile media society has grown up alongside the traditional mass media society. Passive media consumers are becoming active media producers. In the midst of these developments are children and youth. Many parents, teachers and policy-makers are concerned about the negative influence they believe media exert on young people. The media, however, are also valued as social and cultural resources. It is in this complex context that we must see the importance of media literacy and media education. But when issues such as these are discussed, all too often the frame of reference is the media culture of the Western world. There is an urgent need for the agenda to become open to non-Western thoughts and intercultural approaches.

This book is based on international conferences on media education in Riyadh and Paris 2007. Scholars and other experts present conclusions from experiences and research to date on media education from a variety of perspectives and different cultures.

Children’s and adolescents’ importance as actors on the market has grown successively the past four to five decades. Nowadays, young people are exposed to a steady stream of commercial messages directed specifically to them. Television still has a unique position as an advertising medium, but advertising directed to youthful viewers is more and more prevalent on the Internet and mobile phones, as well. Many computer games, cartoons and programmes are a form of advertising in themselves inasmuch as they are the vehicles for ‘merchandising’ to youthful viewers. Product trade-marks and logotypes are a nearly universal lingua franca today, a vocabulary shared by young of all classes in a good part of the world.

The aim of the yearbook 2007 is to shed light on these new trends and global developments in relation to young people, consumption and media.
The core challenge facing public service broadcasting today is the transition to public service media. This understanding characterised discourse among participants in the RIPE@2006 conference in the Netherlands, the theme of which was Public Service Broadcasting in the Multimedia Environment: Programmes and Platforms. The contributors in this volume focus attention on issues of strategic concern and tactical importance in addressing the core challenge. A defining theme is the need for moving beyond the transmission model of broadcasting to mature both professional and theoretical thinking necessary in public service communication. Audiences must be understood as partners rather than targets and content that is cross-media and cross-genre must be popular but remain distinctive. For policy makers the core challenge necessitates fairly balancing the often contrary interests of commerce and culture which is a fundamental tension in media policy today. The stakes are high because policy and operational decisions will establish the character of the European dual media system for decades to come. What is the mission of public service media in a multimedia environment characterised by globalization, convergence, digitization, and fragmentation? What is important for strategy development that renews the public service enterprise while keeping faith with the ethos that legitimates the endeavour? How might policy makers variously understand the fuller possibilities entailed in the development of a uniquely European dual media system?

The authors address these questions to offer critical insights that deepen thinking about theoretical, strategic and operational aspects incumbent in the transition to PSM. The book has two sections. The first is focused on dynamics, complications and challenges incumbent in policy development and strategy elaboration. The second focuses on content-related aspects with emphasis on strategic and tactical implications.

Tony Blair demands it, Reuters wants it, the Spokane Spokesman-Review practices some of it and scholars try to define it – media accountability.

The need for media accountability was formulated more than 100 years ago and made manifest with codes of ethics and “bureaus of accuracy”. The Hutchins Commission used the concept in 1947 as a way to avoid government prescription of media content. The practice of media accountability has since been fueled by market expansion, looser regulation of public service and a technological facilitation of media/public interaction.

In March 2007 these issues were discussed in a two-day international conference at the School of Communication and Design, University of Kalmar, Sweden. Scholars gave overviews of Media Accountability Systems (MAS), media journalism, media blogs and the effects of market-driven journalism on media accountability. Practitioners presented cases dealing with victims of the media in the United Kingdom, news ombudsmen and media critique in Scandinavia, and transparency in Spokane, Washington, USA.
To the presentations from Kalmar the conference-initiator Torbjörn von Krogh has added a background chapter on the origins and rise of media accountability and some thoughts on its future. He also offers a new working definition of media accountability, building on the work of European and North American scholars:

*Media accountability is the interactive process by which media organizations may be expected or obliged to render an account (and sometimes a correction and/or excuse) of their activities to their constituents. The values and relative strength of the constituents vary over time and are affected by media systems and media technologies.*

*Ambivalence Towards Convergence. Digitalization and Media Change*

Concepts of convergence and converging processes have triggered considerable attention and activities in media research during recent years. This has been an inspiring context for the discussions and analyses presented in this book.

The book elucidates a variety of understandings related to the concept of convergence, and at the same time reflects on the analytical advantage of the concept. The contributions discuss the impact of media digitalization and the degree to which the prospects of convergence have been realized. The studies range from investigations of institutional and regulatory change within media and cultural institutions, to analyses of communicative genres and social practices related to digital media.
The concept of the network society: post ontological conceptions

Our current society has been called a ‘network society’. But what lies behind this name? Has society changed, or has our observation of society? There can hardly be any doubt that the conditions for describing the world has changed. Since the turn of the 20th century, at least, we have known that there is no point for observing the world that lies outside the world. The book reflects the consequences of these conditions for observing society. What significance does the ‘loss’ of metaphysical guarantees have for the description and understanding of the society in which we live and for the epistemological tools at our disposal? This book is a sociological, philosophical and aesthetical study of what ‘lies behind’ the idea of calling present-day society a ‘network society’.

Game theory: 5 questions

Game theory: 5 questions is a collection of short interviews based on 5 questions presented to some of the most influential and prominent scholars in the field. We hear their views on game theory, its aim, scope, use, the future direction of game theory and how their work fits in these respects.
The history of sex in American film


This work begins with an examination of some of the earliest altercations in what later came to be known as “the culture wars,” and follows those skirmishes, more often than not provoked by American film, up to the modern day. By looking at how sex in the cinema has contributed to the demise of the fragile consensus between liberals and conservatives on freedom of expression, The History of Sex in American Film suggests a perspective from which today’s culture can be better understood.

International handbook of children, media and culture


Why are the media such a crucial part of children’s daily lives? Are they becoming more important, more influential, and in what ways? Or does a historical perspective reveal how past media have long framed children’s cultural horizons or, perhaps, how families – however constituted – have long shaped the ways children relate to media? In addressing such questions, the contributors present detailed empirical cases to uncover how children weave together diverse forms and technologies to create a rich symbolic tapestry which, in turn, shapes their social relationships. At the same time, many concerns – even public panics – arise regarding children’s engagement with media, leading the contributors also to inquire into the risky or problematic aspects of today’s highly mediated world.

Mediating business: the expansion of business journalism


Mediating Business is a study of the expansion of business journalism. Building on evidence from Denmark, Finland, Norway and Sweden, Mediating Business is a comparative and multidisciplinary study of one of the major transformations of the mass media and the realm of business – nationally and globally. The book explores the history of key innovations and innovators in the business press. It analyzes changes in the discourse of business journalism associated with the growth in business news and the development of new ways of framing business, business issues and events. Finally, it examines the organizational implications of the increased media visibility of business and, in particular, the development of corporate governance and media relations.
Metadata elements preferred in searching and assessing relevance of archived television broadcast by scholars and students in media studies: towards the design of surrogate records

The overall objective of the doctoral work is to assist users in effective retrieval of television broadcasts by exploring and extending our knowledge about aspects of users’ behaviour in a television broadcast context. In an explorative empirical fashion, the main part of the thesis investigates the nature and characteristics of users’ television broadcast information needs, and which access points are preferred for searching and assessing the relevancy of television broadcasts. In this way, we expand our knowledge regarding aspects of information seeking behaviour. Further, the thesis discusses the implications of the users’ behaviour for design of surrogate records in a future broadcast retrieval system. We identify novel and verify existing access points, and provide a ranking of the access points in relation to their value for retrieval of television broadcasts. Lastly, we investigate how the information in existing external and other sources might be applied for construction of the identified access points. Hereby, the thesis identifies the access points that are most appropriate in relation to design and construction of future broadcast retrieval tools.

Note: Fulltext is available at the Ncom database: http://nordicom.aub.aau.dk/ncom/front.do

New publics with/out democracy

The public sphere is normally considered to be a forum for democratic deliberation. It can serve many other uses, however, such as an arena for strategic communication, a space for identity formation or a showcase for celebrities. By bringing together researchers from political science, public administration, sociology and media studies, New Publics with/out Democracy presents a comprehensive perspective on the transformation of the public sphere in the emerging network society. The book presents a series of theoretical and empirical contributions concerning current changes in political communication, participation, identity and the role of the media and journalists. Within a common framework of analysis, the individual chapters in the book cover a wide range of issues concerning the way political institutions, citizens, NGOs, firms and not least the media and journalists engage the public sphere, such as post-ideological politics, governance by performance and evaluation, transnationalisation, branding, Internet use and journalistic praxis. Although the book clearly suggests that the public sphere is an increasingly important medium of politically active and informed agents, it also insists that it proceeds far beyond the democratic publics of parliament and citizens in civil society.

Play the message: play, game and videogame rhetoric
Gonzalo Frasca, Copenhagen, IT-University, 2007, Ph.D Thesis

The dissertation proposes a framework for the rhetorical analysis of games, videogames, toys and play activities. Even through play predates culture and games have long been pervasive in our civilization, the advent of videogames has pushed even further the role of games as communicational and cultural products. This situation demands a set of rhetorical tools that takes into account
the particularities of games and how they are played. The main objective of this dissertation is to provide a foundation upon which building play rhetoric, one that is complete enough to take into account the core elements that contributed to the player’s construction of meaning while engaged in play. In order to achieve this, it is first needed to question our current ontologies of play and game and propose an alternative one that shifts the currents systemic bias towards an approach that also takes into account player performance. Since ultimately the goal of this dissertation is to contribute to the nascent field of play rhetoric, it complements its theoretical tools with multiple examples of rhetorical analysis of games, videogames, toys and play activities.

**Special issue: The Western**

**Richard Raskin** (ed.), P.o.v.: A Danish journal of film studies (2007)24, ISSN 1396-1160

Contains the following articles: Henrik Bødker: *The Mercy Seat as inescapable heat: the Proposition and ideas of justice in the Australian outback*; Edvin Kau: *The western experience: reflections on the phenomenology of the western*; Jakob Isak Nielsen: *The shape of a western: visual design in Winchester ’73 and The Man from Laramie*; Richard Raskin: *Jack Elam and the fly in Once upon a time in the West*.

*Note*: All issues of p.o.v can be found at: [http://pov.imv.au.dk/](http://pov.imv.au.dk/)

**Trust within technology: risk, existential trust and reflective designs in human-computer interaction**


The dissertation sets out to define and describe the nature of trust and risks in relation to computers becoming ubiquitous. Drawing on the theories of risk society developed by Beck, Lash, Van Loon and others, the dissertation argues that the risks of the computer becoming ubiquitous can be seen as ascribable to cultural representations in the narrative, aesthetic registers – risk and risk experience takes place as stories and mythologies rather than as a result of calculation or as an actuarial perspective on a probabilistic future. Thus risk culture better describes a situation where “technological” concerns, anxiety, paranoia, and panics are prevalent. The thesis argues that conventional approaches to order risks are constantly failing, and that they persistently overlook emotional, aesthetic judgment that originates in risk culture. However much we attempt to secure, there are always “excess” risks. Building from this perspective, the thesis argues that it might be valuable to refigure the concept we use to describe trust in computers towards a notion of trust within computers. Trust within suggests that the concerns that users bring into their interaction with technology are valuable, and that failing to recognize this can challenge a trust in the self that is essential to existential trust and the ability to existentially dwell within a technological culture. As a supplement to the conventional understanding of tool transparency as a governing principle for the design of successful interactions with computers, the thesis proposes that we can refocus the design of interactions with computers towards reflective designs that emphasize the users’ active engagement and interpretation. Reflective designs are presented as ways to mirror bodily, narrative, emotional and affective perspectives on uncertainty, fear or distrust that are also part of living in a world that is increasingly pervaded by computers. Such a perspective seeks to preserve a certain amount of user agency in defining and understanding the cultural embeddedness of technologies and the ways in which the self is involved in technology.
Other new literature

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Kampmann Walther, Bo./Space in new media conception: with continual reference to computer games. In: Skrifter fra Center for Internetforskning. 2007; No. 10, Århus: p. 7-20, ISSN 1601-5371, ISSN (electronic) 1601-538X


Lax, Stephen; Ala-Fossi, Marko; Jauert, Per; Shaw, Helen./DAB: the future of radio?: the development of digital radio in four European countries. In: Media, culture & society. 2008; Vol. 30, No. 2, p. 151-166, ISSN 0163-4437


Schrøder, Kim Christian; Phillips, Louise./Complexifying media power: a study of the interplay between media and audience discourses on politics. In: Media, Culture & Society. 2007; Vol. 29, No. 6, p. 890-915

Thomson, Claire./It’s all about snow: limning the posthuman body in Solaris (Tarkovsky, 1972) and It’s all about love (Vinterberg, 2003). In: New Cinemas. Journal of Contemporary Film. 2007; Vol. 5, No. 1, p. 3-21, ISSN (electronic) 1474-2756
Media technologies and democracy in an enlarged Europe: the intellectual work of the 2007 European media and communication doctoral summer school


Democracy is seen as the first structuring key notion of the book. The importance of media within the social and political cultures is not denied either.

The first section of the book addresses issues related to technology, democracy, and policy. Authors are Denis McQuail, Jo Bardoe and Hannu Nieminen. The second section deals with journalism authored by Auksé Balytiené and Bertrand Cabedoche. The third and fourth section deals with participation. Chapters are written by Nico Carpentier, Andreá Medrado, Bart Cammaerts, Tobias Olsson, Pille Pruulmann-Vengerfeldt, Maja Turnšek, Zoetanya Sujon and Katharina Kleinen-v. Königslöw. The fifth section adds a multicultural angle to the discussions authored by Manuel Parés i Maicas, Tomasz Goban-Klas and Janne Halttu. The sixth section includes lectures on methodologies and research ethics carried out by Nicholas W. Jankowski and Martine van Selm, Louise Phillips, Xin Xin, Richard Kilborn and Gregor Petri.

The last section deals with learning and being in communication studies. The authors are Anne Laajalajti, Frank Boddin with Todd Graham, Laurie Schmitt and Zoetanya Sujon, and François Heinderyckx. The book ends with the abstracts of the all 40 Ph.D. students that participated in the 2007 Summer School.


Toisaalta tässä: Valokuva teoksena ja tutkimuksena = Here then: The photograph as work of art and as research


What is the relationship between art and research? The book investigates that relationship: photographic practice, photographic works and the medium itself as a layered dialogue between theory-oriented, author-oriented and work-oriented research and practice. It tries to stimulate both postgraduate research and artistic practice to new kinds of connections and cross-references.

The book is a product of the project called The Photographic Art and Theory Research. It was produced in conjunction with an exhibition of the same title. The exhibition belonged to the programme of Tampere Museum of Contemporary Art. The articles are both in English and in Finnish.
The authors of the book are Pertti Kekarainen, Marjaana Kella, Harri Laakso, Heli Rekula and Mika Elo.

**Games without frontiers: theories and methods for game studies and design**  

The author has studied an empirical sample of over 100 games, which include computer and video games, board games, card games, and television game shows. The study introduces a set of concepts, categorizations, and analysis methods deduced from the above sample. The concepts can be used in trying to understand games from the perspectives of design and consumption as a particular form of entertainment. This study is multidisciplinary, as it draws and applies theories from psychology, aesthetics, communication and cognitive science. Besides a wealth of observations regarding games and play, the main results of the work are analysis methods aimed for practical applications in game studies and development.


**Stakeholder dialogue and regional engagement in the context of higher education**  

The focus of this research is on the regional stakeholder relationships of Finnish universities. The study explores, firstly, the themes and contexts that determine these relationships. Secondly, it studies the dimensions of responsible academic work in the respective region and, thirdly, why, where and how university-stakeholder dialogues take place and how they succeed. It approaches the phenomenon through three theoretical layers; the regional impact of higher education, corporate social responsibility, and relational dialectics, to gain a holistic view on stakeholder relations and regional engagement. The main thread running through the study is stakeholder thinking, and regional engagement is evaluated through the involvement of stakeholders in the life of the academy. The main data consist of documentary material and of 23 semi-structured interviews conducted with university and stakeholder representatives in Kuopio, Rovaniemi and Turku in 2006. The approach is qualitative, the method chosen is ethno-graphic content analysis, and ATLAS.ti software is utilised as a tool for reducing, condensing and displaying data.
The changing profession of a journalist in Russia


The book examines the profession of a journalist in Russia in the light of its history and by looking at the future through its practitioners. They represent the old Soviet and new post-Soviet generations in the profession and bring empirical evidence of on-going change. In brief, the research questions are: What does it mean to be a journalist in Russia? What are the changes in the profession of a journalist in Russia? What conditions for the professional work of a journalist are in a big city and a little settlement? What relationships are developing between media and authorities?

In practice, the research has been conducted as four case studies. The interviews and surveys of journalists were carried out. Chronologically it started in St. Petersburg, 1998-2002, continued in the Republic of Karelia and then moved to other peripheries in Russia, covering nine regions of the North West, the Central and Southern parts, the Urals and Siberia, 2003-2005, and then returned to St. Petersburg. The dissertation consists of an overview and five earlier publications based on case studies.


Images and communities: the visual construction of the social


The basic themes of the book are the role of visual communication in constituting social bonding and the sense of community in contemporary Western culture. The aim is to offer critical perspectives on the discussion on visual dimension of the social in postmodern condition. The contributors come from different disciplines: media studies, sociology, art history, and political science. They approach the topic through a range of focuses including sacred images, paintings, murals, posters, advertisements, and photography.

Authors are Douglas Kellner, David Morgan, Juha Malmisalo, Mikko Villi & Janne Matikainen, Merja Salo, Kimmo Lehtonen, Michael Dartnell, Ilaria Vanni, Laura Junka, Asko Lehmuskallio, Jyoti Mistry, Nathalie Hyde-Clarke, Bernt Österman, Lars Lundsten and Matteo Stocchetti & Johanna Sumiala-Seppänen.
The moving image: gesture and logos circa 1900


This study is to articulate differential relations of the moving image from the viewpoints of “gesture” and “logos” insofar as they become manifest in actual affects, percepts, functions, propositions and concepts circa 1900. Circa 1900 leans on a rather extensive historical period, approximately 1870-1920, within which the actualizations and the moving image’s changing functions are studied and, consequently, concepts harnessing the ideal tendencies created.

The study is positioned around three kind of “philosophies” advanced in the works of Friedrich Kittler, Gilles Deleuze and Giorgio Agamben. The study mainly concentrates on the ontological and epistemological issues regarding the rhythmic constellations by which we are embedded in and defined with respect to the images that surround and determine us. Contemporary philosophers studied are Sigmund Freund, Friedrich Nietzsche and Henry Bergson.

Other new literature


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- Paulussi, Steve; Heinonen, Ari; Domingo, David; Quandt, Thorsten./Doing it together: citizen participation in the professional news making process. In: Observatorio (OBS*). 2007; Vol. 1, No. 3. 24 p., ISSN (electronic) 1646-5954


Film Music

In Film Music Peter Larsen traces the history of music in film and discusses central theoretical questions concerning its narrative and psychological functions. He looks in depth at classics such as Howard Hawks’ The Big Sleep (1946) and Alfred Hitchcock’s North by Northwest (1959), as well as later international blockbusters and cult films including American Graffiti (1973), Star Wars (1977) and Blade Runner (1982). These case studies explore the role of music in the history of film, and also show how other films can be discussed in relationship to their music. Film Music offers a much-needed overview of how music functions in film and serves as a fascinating, accessible introduction to the analysis of film music.

What do we know about children’s use of online technologies?: a report on data availability and research gaps in Europe

What do we know about children and the Internet in Europe? The report provide a detailed analysis of original empirical research identified and coded in EU Kids Online’s online repository – 235 studies in all. It aims to inform policy-makers, practitioners and academics about the nature of the evidence base, research availability and the key gaps. Pressing gaps are identified regarding younger users, new kinds of risk, and mobile/new technologies, as well as a paucity of research in some countries.

Being in mediated spaces: an enquiry into personal media practices

The main purpose of this thesis has been to analyse mediated practices among young people: what significance do use of personal media have for the individual user? The concept of personal media is understood as denoting tools for interpersonal communication and personal content creation. Although the history of personal media did not commence with digital network technologies, the development since the mid 1990s indicates that new patterns of being in mediated spaces have materialised. The consequences are potentially considerable, and it is therefore vital to understand personal media practices from a user-perspective. Moreover, the recent development affects previous notions of communication media. A crucial ambition has consequently been to conceptualise the notion of personal media and the
distinctions between personal communication and mass communication. This study is primarily based on qualitative interviews with 20 users, aged between 15 and 19 years old. Participants all have a multifaceted online presence and, accordingly, a particular knowledge on the area of study.

The thesis opens with a synthesizing discussion, in which previous research on personal media is presented; eight specific research questions is introduced; the methodological approaches pursued is considered; and theoretically deliberate on aspects concerning communication, subjectivity and privacy in networked cultures. The opening discussion is followed by five articles, which comprise the main part of the thesis.

The mobile phone turn: a study of gender, sexuality and subjectivity in young people’s mobile phone practices

The mobile phone is a cultural artefact that facilitates a social process in which exchange and participation are conditions for enacting and social membership. In various ways, it has contributed to making people’s everyday life the new obsession. The purpose of this thesis is to study the interplay between young people’s mobile telephony practices, gender and sexuality performances, and social relationships and change that media and genres of the self constitute.

The thesis questions of how performances of gender and sexuality take place at the micro-social level of text-message communication and camphone image practices, with a particular focus on whether mobile telephony practices may have implications for alternative performances across traditional gender and sexuality norms. The way young people present and become a self in relation to gender and sexuality performances are scrutinised.

The thesis also examines how new technologies of the self affect young people’s role of agency in which the visual documentation of the family is particularly examined. In order to understand the continuity and possible changes in the practice of family photography, camphone and traditional family images are examined in a wide socio-cultural and historical context. These thoughts are framed within a wider examination of media and genres of the self.

Other new literature


Articles


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Eide, Martin./Encircling the power of journalism. In: Nordicom Review. 2007; Jubilee Issue, p. 21-29, ISSN 1403-1108


Erdal, Ivar John./Researching media convergence and cross-media news production: Mapping the field. In: Nordicom Review. 2007; Vol. 28, No. 2, p. 51-61, ISSN 1403-1108

Gentikow, Barbara./The role of media in developing literacies and cultural techniques. In: Nordic Journal of Digital Literacy. 2007; No. 2., p. 78-91, Oslo, ISSN 0890-7143


Heim, Jan; Brandtzæg, Petter Bae; Kaare, Birgit Hertzberg; Endestad, Tor./Children’s usage of media technologies and psychosocial factors. In: New Media and Society. 2007; Vol. 9, No. 3. London: p. 424-454, ISSN 1461-4448, ISSN (electronic) 1461-7315


Helland, Knut./Changing sports, changing media: mass appeal, the sports/media complex and TV sports rights. In: Nordicom Review. 2007; Vol. 28, Jubilee Issue, p. 105-119, ISSN 1403-1108


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Kjelstrup, Jan Richard./Challenging narratives: crossovers in prime time. In: Journal of Film and Video. 2008; 13 p., ISSN 0742-4671

Lundby, Knut./Interdisciplinarity and infrastructure mediation and knotworking in communication research. In: Nordicom Review. 2007; Vol. 28, Jubilee Issue, p. 195-209, ISSN 1403-1108


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Ronning, Helge./Broadcasting regulation vs. freedom of expression and editorial independence a contradictory relationship? In: Nordicom Review. 2007; Vol. 28, Jubilee Issue, p. 9-19, ISSN 1403-1108


Storsul, Tanja; Søgaard, Pål./US mobile operators and their content services. In: R&D Research Note. 2006; No. 12. Oslo: 30 p., ISSN 0809-1021


**Sweden**

**Documentalist: Roger Palmqvist**

*Media convergence and digital news services: adding value for producers and consumers*


In this thesis, media convergence strategies and added value of digital news services are investigated, focusing on the newspaper industry and its audience. Convergence implies that previously unalike areas come together, approaching a common goal. A subordinate concept of convergence, i.e., media convergence, is a concept that has become common when denoting a range of processes within the production of media content, its distribution and consumption.

A newspaper company interested in publishing content through multiple channels has to adapt its production workflow to produce content not only for the traditional printed edition, but also for the other channels. In this thesis, a generalized value chain involving four main stages illustrates the production workflow at a newspaper company in relation to the convergence processes. The four stages are creation, packaging, distribution and consumption of content.

The thesis explores how the views and strategies of newspaper companies concerning media convergence correspond with the opinions and views concerning convergence of their audience. In order to discuss this, seven types of media convergence are suggested.

Furthermore, the author discusses how the newspaper industry is relating to the processes of convergence, using two examples: newspaper companies’ ventures into the use of moving images, and the newspaper companies’ strategies for a future e-paper edition.

Also available on the Internet: http://www.diva-portal.org/kth...

*Young citizens and new media: learning for democratic participation*


This book integrates four distinct topics: young people, citizenship, new media, and learning processes. When taken together, these four topics merge to define an arena of social and research attention that has become compelling in recent years.

The general international concern expressed of declining democratic engagement and the role of citizenship today becomes all the more acute when it turns to younger people. At the same time, there is growing attention being paid to the potential of new media – especially internet and mobile telephony – to play a role in facilitating newer forms of political participation. It is clear that many of the present manifestations of ‘new politics’ in the extra parliamentarian domain, not only make sophisticated use of such media, but are indeed highly dependent on them.
Consuming media: communication, shopping, and everyday life

Inspired by Walter Benjamin’s classical Arcades Project, Consuming Media is a pioneering exploration of the interface between communication, shopping and everyday life. Based on a six-year “intersectional” ethnographic fieldwork by over a dozen scholars on a specific site, it analyses the links between media and consumption in contemporary urban culture and public space.

The book is organized into ten chapters. The first two chapters introduce key ideas and theories. In the next four chapters, four large media circuits are scrutinized. The final four chapters discuss the results in terms of intermedial relations, time, space and power. The book thus offers a new foundation for understanding media use, consumption and the fate of urban public space in late modernity.

Is the medium the message?: the impact of digital media on the newspaper concept?

The impact of digital (new) media has caused both challenges and threats to newspapers’ continuing existence as a profitable and influential mass medium. While this is not the first time in history that new media appear to be challenging the future of the newspaper medium, from one perspective digital media offer not only direct competition, or alternative ways to produce and deliver news, but also possibilities for convergence, for making new media part of the traditional newspaper, inducing whole new possibilities for publishing. From another perspective, the newspaper medium is an old concept; a powerful mass medium with very profound consumption patterns, strongly associated with its traditional output medium: ink-on-paper.

The thesis examines the impacts digital media have on the old, well-established newspaper medium, and what consequences these impacts have for the future of newspaper as a mass medium, that is, is the medium the message? The present work has been carried out from three different angles: digital media, publishing and reading behaviour and presentation factors. The areas have been examined using several methods: instrumental experiment, eye-tracking experiment, secondary analysis, and case study design.

Also available at the Internet: http://www.csc.kth.se/utbildning/forskar/avhandlingar/doktor/2007/LecknerSara.pdf
This dissertation studies the technological and cultural reach of internationally syndicated radio from the vantage point of the radio programme Solid Steel between 2000 and 2006. Solid Steel is a weekly two-hour music show originally produced and aired in London but today also broadcast by a large number of stations around the world, as well as via the Internet. The theoretical interest of the study lies in the tension and separation between communication as transmission and communication as ritual, as distribution in space and maintenance in time. This separation produces a number of subsequent conceptual pairs; technology and culture, material and symbolic, space and time, etc. Based upon these pairs the study explores the spatial and temporal organization of Solid Steel.

The original context of production in London is studied, noticing a shift from being a local production to an international syndication, as well as from a live studio production to a pre-produced show. The stations syndicating Solid Steel are then mapped according to their geographical location as well as their organizational form. Next, the themes and values enunciated in relation to the programme are examined, both as expressed by the producers in interviews and by texts published on the programme’s website. The programme is then analysed with these values in mind, with particular focus on the temporal organization of the music played, employing the concepts of flow and changing same. This part of the analysis is carried out on two levels, first the programme structure and then the actual sequences of sounds and songs making up the music mix.

The anthology focuses on how political life is interpreted, negotiated, and represented by television entertainment, in particular by drama series, late night comedy, “reality-based” programs. Real political issues are converging in today’s television tableau, prompting questions about performance, interactivity, and engagement.

The authors in this collection share the notion that entertainment formats are important sources of political culture, and inform political processes. The book links theories about the relationship between public and private, fact and fiction, and politics and popular culture to the changes taking place in the television industry, journalism, celebrity activism, and political content in entertainment programming.
Other new literature


Articles

Ekecrantz, Jan./Post-post-communist media?: a challenge for comparative media studies. In: Media and change. eds./Elena Vartanova. Moscow: MediaMir; Faculty of Journalism, Moscow State University, 2007, p. 75-94, ISBN 978-5-91177-017-4