ELECTRIC DREAMS

COMPUTERS IN AMERICAN CULTURE

TED FRIEDMAN

[Electric Dreams Computers In American Culture](#)

Cameron Kunzelman

Electric Dreams Computers In American Culture:

Electric Dreams Ted Friedman,2005-12-01 Electric Dreams turns to the past to trace the cultural history of computers Ted Friedman charts the struggles to define the meanings of these powerful machines over more than a century from the failure of Charles Babbage s difference engine in the nineteenth century to contemporary struggles over file swapping open source software and the future of online journalism To reveal the hopes and fears inspired by computers Electric Dreams examines a wide range of texts including films advertisements novels magazines computer games blogs and even operating systems Electric Dreams argues that the debates over computers are critically important because they are how Americans talk about the future In a society that in so many ways has given up on imagining anything better than multinational capitalism cyberculture offers room to dream of different kinds of tomorrow **The Routledge Companion to Remix Studies** Eduardo Navas,Owen Gallagher,xtine burrough,2025-03-27 The Routledge Companion to Remix Studies 2nd Edition comprises contemporary texts by key authors and artists who are active in the interdisciplinary field of remix studies As an organic international movement remix culture originated in the popular music culture of the 1970s and has since grown into a rich cultural activity encompassing numerous forms of media The act of recombining pre existing material continues to bring up pressing questions of authenticity reception authorship copyright and the techno politics of media activism especially with the emergence of artificial intelligence which relies on remix methods and principles for content production This book approaches remix studies from various angles including sections on history aesthetics ethics politics and practice and offers theoretical chapters alongside case studies of remix projects This second edition includes ten new chapters and nine revised chapters Reprinted chapters from the first edition are updated with editorial prefaces This volume offers in depth insight for long term relevance among the many interdisciplinary fields that rely on and also contribute to remix studies This companion is a valuable resource for both researchers and remix practitioners as well as a teaching tool for instructors using remix practices in the classroom **Electric Dreams** Ted Friedman,2005-12 Electric Dreams turns to the past to trace the cultural history of computers Ted Friedman charts the struggles to define the meanings of these powerful machines over more than a century from the failure of Charles Babbage s difference engine in the nineteenth century to contemporary struggles over file swapping open source software and the future of online journalism To reveal the hopes and fears inspired by computers Electric Dreams examines a wide range of texts including films advertisements novels magazines computer games blogs and even operating systems Electric Dreams argues that the debates over computers are critically important because they are how Americans talk about the future In a society that in so many ways has given up on imagining anything better than multinational capitalism cyberculture offers room to dream of different kinds of tomorrow *Crime, Deviance, and Social Control in the 21st Century* Claudio Colaguori,2023-03-06 Crime Deviance and Social Control in the 21st Century seeks to go beyond traditional criminology texts and handle the subject through a perspective focusing on

power interest and social justice Timely and accessibly written the text provides a comprehensive overview of social and criminological theory as well as recent trends in theorizing power and deviance It also delves into the significant implications the committal and control of crime have for human rights This text aims to answer the questions Who has the power to decide which acts are deviant Whose interests are being served by a given law and Which social groups are being disadvantaged when society has been constructed along such legally demarcated lines The contributors dissect the criminalization of dissent the changing nature of what constitutes deviance internet hate self harming transgender identities the growing rise of transnational criminal enterprises internet fraud and the increased public attention on police practices With a Canadian focus placed in a global context the text challenges readers to consider crime and deviance as socially structured phenomena while recognizing that crime is a worldwide issue Crime Deviance and Social Control in the 21st Century is a critical resource for undergraduate students in criminology police services and sociology FEATURES Offers an accessible and comprehensive introductory overview of criminology theory Employs a social justice approach to the fundamentals of criminology deviance law and social control Includes bolded key terms a glossary real world case studies and questions for critical thinking *Restricted Access* Elizabeth Ellcessor,2016-03-29 How reconsidering digital media and participatory cultures from the standpoint of disability allows for a full understanding of accessibility While digital media can offer many opportunities for civic and cultural participation this technology is not equally easy for everyone to use Hardware software and cultural expectations combine to make some technologies an easier fit for some bodies than for others A YouTube video without closed captions or a social network site that is incompatible with a screen reader can restrict the access of users who are hard of hearing or visually impaired Often people with disabilities require accommodation assistive technologies or other forms of aid to make digital media accessible useable for them Restricted Access investigates digital media accessibility the processes by which media is made usable by people with particular needs and argues for the necessity of conceptualizing access in a way that will enable greater participation in all forms of mediated culture Drawing on disability and cultural studies Elizabeth Ellcessor uses an interrogatory framework based around issues of regulation use content form and experience to examine contemporary digital media Through interviews with policy makers and accessibility professionals popular culture and archival materials and an ethnographic study of internet use by people with disabilities Ellcessor reveals the assumptions that undergird contemporary technologies and participatory cultures Restricted Access makes the crucial point that if digital media open up opportunities for individuals to create and participate but that technology only facilitates the participation of those who are already privileged then its progressive potential remains unrealized Engagingly written with powerful examples Ellcessor demonstrates the importance of alternate uses marginalized voices and invisible innovations in the context of disability identities to push us to rethink digital media accessibility **Prophets of Computing** Dick van Lente,2022-12-14 When electronic digital computers first appeared after World War II

they appeared as a revolutionary force Business management the world of work administrative life the nation state and soon enough everyday life were expected to change dramatically with these machines use Ever since diverse prophecies of computing have continually emerged through to the present day As computing spread beyond the US and UK such prophecies emerged from strikingly different economic political and cultural conditions This volume explores how these expectations differed assesses unexpected commonalities and suggests ways to understand the divergences and convergences This book examines thirteen countries based on source material in ten different languages the effort of an international team of scholars In addition to analyses of debates political changes and popular speculations we also show a wide range of pictorial representations of the future with computers   **Gaming the Iron Curtain** Jaroslav Svelch,2018-12-25 How amateur programmers in 1980s Czechoslovakia discovered games as a medium using them not only for entertainment but also as a means of self expression Aside from the exceptional history of Tetris very little is known about gaming culture behind the Iron Curtain But despite the scarcity of home computers and the absence of hardware and software markets Czechoslovakia hosted a remarkably active DIY microcomputer scene in the 1980s producing more than two hundred games that were by turns creative inventive and politically subversive In Gaming the Iron Curtain Jaroslav velch offers the first social history of gaming and game design in 1980s Czechoslovakia and the first book length treatment of computer gaming in any country of the Soviet bloc velch describes how amateur programmers in 1980s Czechoslovakia discovered games as a medium using them not only for entertainment but also as a means of self expression Sheltered in state supported computer clubs local programmers fashioned games into a medium of expression that unlike television or the press was neither regulated nor censored In the final years of Communist rule Czechoslovak programmers were among the first in the world to make activist games about current political events anticipating trends observed decades later in independent or experimental titles Drawing from extensive interviews as well as political economic and social history Gaming the Iron Curtain tells a compelling tale of gaming the system introducing us to individuals who used their ingenuity to be active be creative and be heard   **Reading Writing Interfaces** Lori Emerson,2014-06-01 Lori Emerson examines how interfaces from today s multitouch devices to yesterday s desktops from typewriters to Emily Dickinson s self bound fascicle volumes mediate between writer and text as well as between writer and reader Following the threads of experimental writing from the present into the past she shows how writers have long tested and transgressed technological boundaries Reading the means of production as well as the creative works they produce Emerson demonstrates that technologies are more than mere tools and that the interface is not a neutral border between writer and machine but is in fact a collaborative creative space Reading Writing Interfaces begins with digital literature s defiance of the alleged invisibility of ubiquitous computing and multitouch in the early twenty first century and then looks back at the ideology of the user friendly graphical user interface that emerged along with the Apple Macintosh computer of the 1980s She considers poetic experiments with and

against the strictures of the typewriter in the 1960s and 1970s and takes a fresh look at Emily Dickinson s self printing projects as a challenge to the coherence of the book Through archival research Emerson offers examples of how literary engagements with screen based and print based technologies have transformed reading and writing She reveals the ways in which writers from Emily Dickinson to Jason Nelson and Judd Morrissey work with and against media interfaces to undermine the assumed transparency of conventional literary practice   *The Future Is Present* Philip Glahn,Cary Levine,2024-06-18 A critical history of the pioneering art and technology group Mobile Image and their prescient work in communications networking and information systems In The Future Is Present Philip Glahn and Cary Levine tell the fascinating history of the visionary art group Mobile Image founded by Kit Galloway and Sherrie Rabinowitz in 1977 which appropriated emerging technologies from satellites to electronic message platforms Based in Los Angeles this under studied collective worked amid urban crisis a techno boom consolidating media power and ascendant neoliberal politics Mobile Image challenged fundamental conventions of the public sphere democracy communication and political participation as well as notions of power representation and identity Glahn and Levine argue not only for the historical importance of Mobile Image but also for a critical artistic process that is at once analytic and transformative They weave themes such as embodiment and its mediation public private dialectics and techno utopian vision throughout the book binding these projects to discourses around race gender and class as well as margin and center the local and the global In today s world of ubiquitous digital re production networking and social media The Future Is Present shows how the work of Mobile Image continues to have profound implications for art technology and the politics of public and private experience   **Divergent Tracks** Vanessa Theme Ament,2021-04-22 By examining three case studies of award winning soundtracks from cult films Barton Fink 1991 Bram Stoker s Dracula 1992 and The English Patient 1996 it becomes clear that major American film communities when confronted with the initial technological changes of the 1990s experienced similar challenges with the inelegant transition from analogue to digital However their cultural and structural labor differences governed different results Vanessa Ament author of The Foley Grail 2009 rather than defining the 1990s as an era of technological determinism a superficial reading it is best understood as one in which sound professionals became more viable as artists collaborated in sound design authorship and influenced this digital transition to better accommodate their needs and desires in their work

The World Is Born From Zero Cameron Kunzelman,2022-07-18 The World is Born From Zero is an investigation into the relationship between video games and science fiction through the philosophy of speculation Cameron Kunzelman argues that the video game medium is centered on the evaluation and production of possible futures by following video game studies media philosophy and science fiction studies to their furthest reaches Claiming that the best way to understand games is through rigorous formal analysis of their aesthetic strategies and the cultural context those strategies emerge from Kunzelman investigates a diverse array of games like The Last of Us VA 11 Hall A and Civilization VI in order to explore what

science fiction video games can tell us about their genres their ways of speculating and how the medium of the video game does or does not direct us down experiential pathways that are both oppressive and liberatory Taking a multidisciplinary look at these games The World is Born From Zero offers a unique theorization of science fiction games that provides both science fiction studies and video game studies with new tools for thinking how this medium and mode inform each other *Science Fiction and Computing* David L. Ferro,Eric G. Swedin,2011-09-29 The prevalence of science fiction readership among those who create and program computers is so well known that it has become a cliche but the phenomenon has remained largely unexplored by scholars What role has science fiction played in the actual development of computers and computing And likewise how has computing including the related fields of robotics and artificial intelligence affected the course of science fiction The 18 essays in this critical work explore the interrelationship of these domains over the span of more than half a century   Political Power and Social Theory Diane E. Davis,Christina Proenza-Coles,2008-09-07 Deals with the comparative and historical social science This title focuses on a variety of questions relating to states citizenship and power common themes examined with divergent analytical entry points and through deep knowledge of country cases as diverse as Russia the United States El Salvador South Africa and Israel   Seeking Love in Modern Britain Zoe Strimpel,2020-03-05 Seeking Love in Modern Britain charts the emergence of the modern British single through an account of the dating industry that sprang up to serve men and women It shows how amid a period of unprecedented sexual and social change the single became a key unisex identity and lifestyle From around 1970 a growing cottage style matchmaking industry in Britain was offering the romantically solo a choice between computer dating firms such as Dateline or Compudate introduction agencies and the lonely hearts pages of Private Eye Time Out and others Zoe Strimpel reveals how this rapidly expanding landscape of services was catering to a new breed of single people and how by the late 1990s singleness had become the culturally mainstream wholly expected part of the romantic life cycle that it is today Refuting the widespread idea that the Internet invented modern dating this book uses an eclectic and engaging range of first person accounts and snapshots from the time to show that the story of contemporary romance mediated courtship and singleness began in a time long before Tinder

The Metainterface Christian Ulrik Andersen,Soren Bro Pold,2023-10-31 How the interface has moved from the PC into cultural platforms as seen in a series of works of net art software art and electronic literature The computer interface is both omnipresent and invisible at once embedded in everyday objects and characterized by hidden exchanges of information between objects The interface has moved from office into culture with devices apps the cloud and data streams as new cultural platforms In The Metainterface Christian Ulrik Andersen and S ren Bro Pold examine the relationships between art and interfaces tracing the interface s disruption of everyday cultural practices They present a new interface paradigm of cloud services smartphones and data capture and examine how particular art forms including net art software art and electronic literature seek to reflect and explore this paradigm Andersen and Pold argue that despite attempts to make the

interface disappear into smooth access and smart interaction it gradually resurfaces there is a metainterface to the displaced interface Art can help us see this the interface can be an important outlet for aesthetic critique Andersen and Pold describe the semantic capitalism of a metainterface industry that captures user behavior the metainterface industry s disruption of everyday urban life changing how the city is read inhabited and organized the ways that the material displacement of the cloud affects the experience of the interface and the potential of designing with an awareness of the language and grammar of interfaces   Atari Age Michael Z. Newman,2018-10-30 The cultural contradictions of early video games a medium for family fun but mainly for middle class boys an improvement over pinball and television but possibly harmful Beginning with the release of the Magnavox Odyssey and Pong in 1972 video games whether played in arcades and taverns or in family rec rooms became part of popular culture like television In fact video games were sometimes seen as an improvement on television because they spurred participation rather than passivity These space age pinball machines gave coin operated games a high tech and more respectable profile In Atari Age Michael Newman charts the emergence of video games in America from ball and paddle games to hits like Space Invaders and Pac Man describing their relationship to other amusements and technologies and showing how they came to be identified with the middle class youth and masculinity Newman shows that the new media of video games were understood in varied even contradictory ways They were family fun but mainly for boys better than television but possibly harmful and educational but a waste of computer time Drawing on a range of sources including the games and their packaging coverage in the popular trade and fan press social science research of the time advertising and store catalogs and representations in movies and television Newman describes the series of cultural contradictions through which the identity of the emerging medium worked itself out Would video games embody middle class respectability or suffer from the arcade s unsavory reputation Would they foster family togetherness or allow boys to escape from domesticity Would they make the new home computer a tool for education or just a glorified toy Then as now many worried about the impact of video games on players while others celebrated video games for familiarizing kids with technology essential for the information age   Respawn Colin Milburn,2018-12-14 Colin Milburn examines the relationships between video games hackers and science fiction showing how games provide models of social and political engagement critique and resistance while offering a vital space for players and hacktivists to challenge centralized power and experiment with alternative futures   **Rhetoric in Neoliberalism** Kim Hong Nguyen,2016-11-04 This volume examines and applies classical and contemporary concepts of rhetorical theory and criticism to the context of late capitalism Each contributor shows how discourse its subjects and power relations are irrevocably transformed by neoliberalism The collection analyzes a range of discourses and phenomena in neoliberalism including higher education reforms computational culture Occupy Wall Street protests the activism of Warren Buffett and the 9 11 Truth Movement Together these chapters explore the contemporary rhetorical production of homo economicus and the various ways in which neoliberalism has

become a way of thinking orienting and organizing all aspects of life around economized metrics of individualized and individuated success This book will be of use to students and scholars crossing the fields of media and communication political science and sociology   **Encyclopedia of Video Games** Mark J. P. Wolf,2012-08-16 This encyclopedia collects and organizes theoretical and historical content on the topic of video games covering the people systems technologies and theoretical concepts as well as the games themselves This two volume encyclopedia addresses the key people companies regions games systems institutions technologies and theoretical concepts in the world of video games serving as a unique resource for students The work comprises over 300 entries from 97 contributors including Ralph Baer and Nolan Bushnell founders of the video game industry and some of its earliest games and systems Contributing authors also include founders of institutions academics with doctoral degrees in relevant fields and experts in the field of video games Organized alphabetically by topic and cross referenced across subject areas Encyclopedia of Video Games The Culture Technology and Art of Gaming will serve the needs of students and other researchers as well as provide fascinating information for game enthusiasts and general readers   **Get Out of My Room!** Jason Reid,2017-01-19 Everybody has a teen bedroom story The teen bedroom has universally been regarded as a safe haven for adolescents from all classes and backgrounds and a near sacred space that s basically off limits to everyone but its teenage occupants and their invited guests But it s a relatively recent Western phenomenon that assumed a prominent role in socializing teens and shaping their identities during the years following World War II As part of the identity shaping process the teen bedroom became a safe space for teens to express their growing consumer power parallel to the emergence of youth subcultures after the War Reid tracks the history of bedrooms for children back to the Civil War period though the bulk of his research stretches from the late 1950s through the beginning of the 21st century The rock posters stuffed animals and record players that found their way into teen bedroom during this period represent ways in which tends became major contributors to the postwar consumer economy Reid by no means neglects popular culture in the meantime detailing the ways in which the teen bedroom appeared in song film television and literature It was often portrayed as a space of personal development and self expression but also as a site profound loneliness and romantic longing To quote the Beach Boys 1963 hit song In My Room the postwar teen bedroom featured just as much sighing and crying as it did scheming and dreaming

The Enigmatic Realm of **Electric Dreams Computers In American Culture**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing in short supply of extraordinary. Within the captivating pages of **Electric Dreams Computers In American Culture** a literary masterpiece penned by way of a renowned author, readers attempt a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book is core themes, assess its distinct writing style, and delve into its lasting affect the hearts and minds of those that partake in its reading experience.

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Electric Dreams Computers In American Culture Introduction

In this digital age, the convenience of accessing information at our fingertips has become a necessity. Whether its research papers, eBooks, or user manuals, PDF files have become the preferred format for sharing and reading documents. However, the cost associated with purchasing PDF files can sometimes be a barrier for many individuals and organizations. Thankfully, there are numerous websites and platforms that allow users to download free PDF files legally. In this article, we will explore some of the best platforms to download free PDFs. One of the most popular platforms to download free PDF files is Project Gutenberg. This online library offers over 60,000 free eBooks that are in the public domain. From classic literature to historical documents, Project Gutenberg provides a wide range of PDF files that can be downloaded and enjoyed on various devices. The website is user-friendly and allows users to search for specific titles or browse through different categories. Another reliable platform for downloading Electric Dreams Computers In American Culture free PDF files is Open Library. With its vast collection of over 1 million eBooks, Open Library has something for every reader. The website offers a seamless experience by providing options to borrow or download PDF files. Users simply need to create a free account to access this treasure trove of knowledge. Open Library also allows users to contribute by uploading and sharing their own PDF files, making it a collaborative platform for book enthusiasts. For those interested in academic resources, there are websites dedicated to providing free PDFs of research papers and scientific articles. One such website is Academia.edu, which allows researchers and scholars to share their work with a global audience. Users can download PDF files of research papers, theses, and dissertations covering a wide range of subjects. Academia.edu also provides a platform for discussions and networking within the academic community. When it comes to downloading Electric Dreams Computers In American Culture free PDF files of magazines, brochures, and catalogs, Issuu is a popular choice. This digital publishing platform hosts a vast collection of publications from around the world. Users can search for specific titles or explore various categories and genres. Issuu offers a seamless reading experience with its user-friendly interface and allows users to download PDF files for offline reading. Apart from dedicated platforms, search engines also play a crucial role in finding free PDF files. Google, for instance, has an advanced search feature that allows users to filter results by file type. By specifying the file type as "PDF," users can find websites that offer free PDF downloads on a specific topic. While downloading Electric Dreams Computers In

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