

## INSTITUTIONEN FÖR KULTURVETENSKAPER

## FL2140 Postcinema, 7,5 högskolepoäng

Postcinema, 7.5 credits Avancerad nivå / Second Cycle

## Litteraturlista för FL2140, gällande från och med höstterminen 2023

Litteraturlistan är fastställd av Institutionen för kulturvetenskaper 2023-06-12 att gälla från och med 2023-08-28.

Se bilaga.

Litteratur FL2140 Postcinema Lisa Åkervall

Kursbok: Denson, Shane & Leyda, Julia (ed.), *Post Cinema: Theorizing 21st-Century Film*, 2016. <u>https://reframe.sussex.ac.uk/post-cinema/</u>

Alexander, Neta, "Rage against the Machine: Buffering, Noise, and Perpetual Anxiety in the Age of Connected Viewing," *Cinema Journal*, Vol. 56, No. 2, Winter 2017, 1–24. Bolter, Jay David and Grusin, Richard, "The Remediated Self," "The Virtual Self," *Remediation: Understanding New Media*, Cambridge 1999, 230–241, 242–255.

Bordwell, David, "Intensified Continuity: Visual Style in Contemporary American Film," *Film Quarterly*, Vol. 55, No. 3, Spring 2002, 16–28.

Buckland, Warren, "Puzzle Plots," Buckland (ed.), *Puzzle Films: Complex Storytelling in Contemporary Cinema*, 1–12. PDF

Chan, Carson "WeTransfer: Mediating the Mediated Self," *Texte zur Kunst*, No. 99, September 2015, https://www.textezurkunst.de/99/wetransfer-mediating-mediated-self/ PDF

Chan, Anita Say, "Decolonial Computing and Networking Beyond Digital Universalism," *Catalyst: feminism, theory, technoscience*, Vol 4, no. 2, 2018.

Chun, Wendy Hui Kyong and Friedland, Sarah, "Habits of Leaking: Of Sluts and Network Cards," *differences: A Journal of Feminist Cultural Studies*, Vol. 26, No. 2, 2015, 1–28. Deleuze, Gilles, "Postscript on the Societies of Control," *October*, Vol. 59, Winter 1992, 3–7. PDF

Denson, Shane, "Crazy Cameras, Discorrelated Images and the Post-Perceptual Mediation of Post-Cinematic Affect," Denson & Julia Leyda (ed.), *Post-Cinema: Theorizing 21st-Century Film*, 2016, 193–233. https://reframe.sussex.ac.uk/post-cinema/

Elsaesser, Thomas, "The Mind-Game Film," Warren Buckland (ed.), *Puzzle Films*, Oxford 2009, 13–41.

Franklin, Seb, "Control," Seb Franklin, *Control: Digitality as Cultural Logic*, Cambridge, 2015, 3–38.

Galloway, Alexander, "Origins of the first person shooter," *Gaming: Essays on Algorithmic Culture*, Minneapolis 2006, 39–69.

Grusin, Richard, DVDs, "Videogames, and the Cinema of Interactions," Shane Denson & Julia Leyda (ed.), *Post-Cinema: Theorizing 21st-Century Film*, 2016, 65–87. https://reframe.sussex.ac.uk/post-cinema/

Hui-Hu, Tung, "Seeing the Cloud of Data," A Prehistory of the Cloud, Cambridge 2015, 111–144.

Jenkins, Henry, "Introduction: Worship at the Altar of Convergence: A New Paradigm for Understanding Media Change," *Convergence Culture*, New York 2006, 1–24. PDF

Jenkins, Henry, "Searching for the Origami Unicorn: The Matrix and Transmedia Storytelling," *Convergence Culture*, New York 2006, 93–130.

Kim, Jihoon, "Postinternet Art of the Moving Image and the Disjunctures of the Global and the Local," *CLCWeb: Comparative Literature and Culture*, 21.7, 2019 <<u>https://doi.org/10.7771/1481-4374.3657</u>>

Lavik, Erlend, "The Video Essay: The Future of Academic Film and Television Criticism?," Frames Cinema Journal, 1–19.

Lee, Kevin B., "De-Coding or Re-Coding," Malte Hagener, Vinzenz Hediger, Alena Strohmaier (ed.), *The State of Post-Cinema: Tracing the Moving Image in the Age of Digital Dissemination*, London, 2017, 211–224. <u>https://reframe.sussex.ac.uk/post-cinema/</u> Manovich, Lev, "Database as a Symbolic Form," *Convergence*, June 1999, 80–99. McLuhan, Marshall, "Media as Translators," McLuhan, *Understanding Media*, Cambridge 1994, 56–61.

McWhirter, "Film criticism, film scholarship, and the video essay," *Screen* Vol. 56 No. 3, Autumn 2015, 369–377.

Munster, Anna, "Going Viral: Contagion as Networked Affect, Networked Refrain," Munster, *An Aesthesia of Networks: Conjunctive Experience in Art and Technology*, Cambridge 2013, 99–123.

Parks, Lisa, "Cover your Webcam: Unencrypting Laura Poitras Citizenfour," *Film Quarterly*, Vol. 68, No. 3, Spring 2015, 11–16.

Poulaki, Maria, "Network Films and Complex Causality," *Screen*, Vol. 55, Nr. 3, Autumn 2014, 379–395.

Rascaroli, Laura, "The Essay Film: Problems, Definitions, Textual Commitments",

Framework: The Journal of Cinema and Media, Vol. 49, No. 2, 24–47.

Shaviro, Steven, "Post-Continuity: An Introduction," Shane Denson & Julia Leyda (ed.), *Post Cinema: Theorizing 21st-Century Film*, 2016, 51–64. <u>https://reframe.sussex.ac.uk/post-cinema/</u>

Shaviro, Steven, "Post-Cinematic Affect," Shane Denson & Julia Leyda (ed.), *Post-Cinema: Theorizing 21st-Century Film*, 2016, 129–144. <u>https://reframe.sussex.ac.uk/post-cinema/</u>

Shaviro, Steven, "Gamer," *Post Cinematic Affect*, Washington. O-Books, 2010, 93–130. Wark, McKenzie, "Allegory (on THE SIMS)," McKenzie Wark, *Gamer Theory*, 2007, 26–50.

Shifman, Limor, "An Anatomy of a YouTube Meme," New Media & Society, 2011, 1–17.

Hesselberth, Pepita and Poulaki, Maria, "Compact Cinematics," NECSUS:

*European Journal of Media Studies*, Spring 2016, http://www.necsus-ejms.org/compact-cinematics/

Simons, Jan, "Complex Narratives," *New Review of Film and Television Studies*, Vol. 6, No. 2, 2008, 111–126.

Steyerl, Hito, "In Defense of the Poor Image," *The Wretched of the Screen*, e-flux, New York 2012, 32–45.

Steyerl, Hito and Poitras, Laura, "Techniques of the Observer," *ARTFORUM*, May 2015. Turkle, Sherry "Always On," "Growing Up Tethered", "No Need to Call", in *Alone Together: Why we expect more from technology and less from each other*, Cambridge 2011, 151–170, 171–186, 187–210.

Van Dijck, José, "Facebook and the Imperative of Sharing," Van Dijk, *The Culture of Connectivity: A Critical History of Social Media*, Oxford 2013, 45–67.