

## Media Narratives and (so-called) Popular Culture

### Required reading:

01. Katherine Hayles "Print Is Flat, Code Is Deep. The Importance of Media-Specific Analysis"
02. Jonathan Gray *Show Sold Separately. Promos, Spoilers, and Other Media Paratexts* (excerpts)
03. Jeffrey Sconce "Trashing the Academy; Taste, Excess and an Emerging Politics of Cinematic Style"

### Optional reading:

04. Andrew Darley *Visual Digital Culture. Surface Play and Spectacle in New Media Genres* (excerpts)
05. Steven E. Jones *The Meaning of Video Games* (excerpts)
06. Steven Shaviro "Southland Tales"

### Further reading:

07. Bolter and Grusin *Remediation* (excerpts)
08. Lev Manovich "Database as Symbolic Form" from *Database Aesthetics*
09. Henry Jenkins "Game Design As Narrative Architecture"
10. Henry Jenkins *Convergence Culture* (excerpts)
11. Katherine Hayles "Translating Media - Why We Should Rethink Textuality"
12. Jonathan Lethem "The Ecstasy of Influence - A Plagiarism"
13. Steven Shaviro "Post-Cinematic Affect. On Grace Jones, *Boarding Gate* and *Southland Tales*"