The new edition of The Digital Media Handbook presents an essential guide to the historical and theoretical development of digital media, emphasising cultural continuity alongside technological change, and highlighting the emergence of new forms of communication in contemporary networked culture. Andrew Dewdney and Peter Ride present detailed critical commentary and descriptive historical accounts, as well as a series of interviews from a range of digital media practitioners, including producers, developers, curators and artists. The Digital Media Handbook highlights key concerns of today’s practitioners, analysing how they develop projects, interact and solve problems within the context of networked communication. The Digital Media Handbook includes: Essays on the history and theory of digital media.
contemporary issues and debates Interviews with digital media professionals A glossary of technical acronyms and key terms.

Seminar paper from the year 2006 in the subject Communications - Media Economics, Media Management, grade: 1,0, Fresenius University of Applied Sciences Köln (Medienmanagement), course: Management of Media Companies, 19 entries in the bibliography, language: English, abstract: The previous chapters of the book Managing Media Companies: harnessing creative Value by Annet Aris and Jacques Bughin will show, that the digitization of media will fundamentally influence the way traditional media are managed. The chapter summed up in this work will describe digital media and its influences. The future role of digital media: After a short introduction about the history of digital media or New Media and the reasons for the genesis of the internet-bubble and its explosion, this assignment will show the development of “New Media” after the explosion. Then a short overview about the beginning of broadband-technology and promising business models is subject of this work. After that I will provide two case-studies to show the practical relevance of the chapter. 2.1 A brief history of the digital media bubble The new media experienced its first hype in the 1990s. The dial-up internet, a key innovation, made it possible to change the internet to a mass medium. Many existing media companies but also a lot of start-ups discerned the possibilities of this key innovation. Low entry barriers, high expectations and faith into the advertising market made it possible that within only a few years a big new industry came into being. This was mostly financed by venture capital. And actually the internet was received so well as a new medium, that there were 600 million users by the year 2002. A situation of excess supply developed in the new media market. In trust of a further rise investors invested more and more in stocks and shares of this companies. Within one and a half year, beginning in the middle of 1999, this brought a multiplication of rates to a few companies, and therefore an uncontrolled overvaluation of the rates appeared. This effect was intensified by a lot of companies and their mostly blind urge of expansion. The liquidity received by IPOs was invested into further purchases of companies but without any regard to their balances - they quite often were in the red. []

Practically every crime now involves some aspect of digital evidence. This is the most recent volume in the Advances in Digital Forensics series. It
describes original research results and innovative applications in the emerging discipline of digital forensics. In addition, it highlights some of the major technical and legal issues related to digital evidence and electronic crime investigations.

While some academic attention has been paid to the impact of new digital technologies on African media in the colonial languages of English, French and Portuguese, there is a dearth of research into African language digital communication. This book analyses the online presence of African language media. The chapters in the book focus on the speed, structure, content, navigation and interactivity, operations and performance, and audience of the online media. They also pay particular attention to how social media such as Facebook, Twitter and WhatsApp have been appropriated by African language media. Using a wide range of case studies, the contributors assess the challenges of adopting digital technologies by the media, and how the technologies have impacted journalistic practice and media operations. Examining the ability of the African language press to adopt new technologies, this book will be of interest to scholars of media, journalism, communication, social media and culture in Africa.

The rise of digital media has been widely regarded as transforming the nature of our social experience in the twenty-first century. The speed with which new forms of connectivity and communication are being incorporated into our everyday lives often gives us little time to stop and consider the social implications of those practices. Nonetheless, it is critically important that we do so, and this sociological introduction to the field of digital technologies is intended to enable a deeper understanding of their prominent role in everyday life. The fundamental theoretical and ethical debates on the sociology of the digital media are presented in accessible summaries, ranging from economy and technology to criminology and sexuality. Key theoretical paradigms are explored through a broad range of contemporary social phenomena – from social networking and virtual lives to the rise of cybercrime and identity theft, from the utopian ideals of virtual democracy to the Orwellian nightmare of the surveillance society, from the free software movement to the implications of online shopping. As an entry-level pathway for students in sociology, media, communications and cultural studies, the aim of this work is to situate the rise of digital media within the context of a complex and rapidly changing world.

Examines professions in information technology that are available to students with two-year degrees.

For decades we have witnessed the emergence of a media age of illusion that is based on the principles of physics—the multidimensionality, immateriality, and non-locality of the unified field of energy and information—as a virtual reality. As a result, a new paradigm shift has reframed the cognitive unconscious of individuals and collectives and generated a worldview in which mediated illusion prevails. Exploring the Collective Unconscious in a Digital Age investigates the cognitive significance of an altered mediated reality that appears to have all the dimensions of a dreamscape. This book presents the idea that if the digital media-sphere proves to be structurally and functionally analogous to a dreamscape, the Collective Unconscious researched by Carl Jung and the Cognitive Unconscious researched by George Lakoff are susceptible to research according to the parameters of hard science. This pivotal research-based publication is ideally designed for use by psychologists, theorists, researchers, and graduate-level students studying human cognition and the influence of the digital media revolution.

The common use of the Internet and cloud services in transmission of large amounts of data over open networks and insecure channels exposes that private and secret data to serious situations. Ensuring the information transmission over the Internet is safe and secure has become crucial, consequently information security has become one of the most important issues of human communities because of increased data transmission over social networks. Digital Media Steganography: Principles, Algorithms, and Advances covers fundamental theories and algorithms for practical design, while providing a comprehensive overview of the most advanced methodologies and modern techniques in the field.
of steganography. The topics covered present a collection of high-quality research works written in a simple manner by world-renowned leaders in the field dealing with specific research problems. It presents the state-of-the-art as well as the most recent trends in digital media steganography. Covers fundamental theories and algorithms for practical design which form the basis of modern digital media steganography Provides new theoretical breakthroughs and a number of modern techniques in steganography Presents the latest advances in digital media steganography such as using deep learning and artificial neural network as well as Quantum Steganography

In this innovative book, experts on digital journalism share their perspectives on what digital journalism is, where it came from, and where it may be going. Addressing many important issues in new media and journalism, authors take on history, convergence, ethics, online media and politics, and cutting-edge technology, from multimedia web sites to global satellite capabilities. Digital Journalism is a valuable resource for all journalism students and an intriguing read for anyone interested in the changing technology of news.

Communication, Digital Media and Everyday Life uses stories to explain the journey from 'new media in communication' to 'digital media is communication' and provide students with a thorough introduction to communication and media theory and practice. It recognises that for generations Y and Z, 'digital media' is now embedded into most aspects of everyday life and integrated into contemporary communication as much as speaking, reading and writing. This book encourages readers to understand how they use 'new' media to do 'old' things and explores how concepts of communication, digital media and everyday life intersect with one another. The first section of the book introduces readers to the building blocks of communication; its basic tools, devices and approaches. The second section takes the ideas and concepts in the first part and applies them to 'new' media including ideology in film and television, organisational communication, values in the new digital world and how identity, privacy, deception and truth have been redefined. The third part looks at communication today and explores what it might be like to live in an increasingly digital world. New to this editionNew chapters on 'Media Power and Influence' and 'Online Dating'Expanded coverage of topical areas including data mining, social gaming and the gamification of everythingRevision questions at the end of each chapterUpdated
examples and cases throughout help bring complex theories and concepts to life

This book assesses the interplay between social media, political polarization, and civic engagement, focusing on countries with differing media environments, cultural specifics, and degrees of democratization. Taken from a variety of disciplinary perspectives and based on innovative theoretical interventions and empirically grounded research, the contributions to this volume share a common aspiration to understand the democratic character of the new, and thus far largely unknown, media regime. Such a regime has the potential to both enhance and undermine democracy, in a time where the vulnerability of democracy is more obvious than ever before. Featuring research from the USA, Western Europe, the Middle East, and East Asia, this book will be of interest to those studying recent political events in these regions, as well as to those scholars of media studies whose research focuses on the inter-relation of politics, communication and the media. This book was originally published as a special issue of Information, Communication & Society.

This book undertakes a concentrated study of the impact of degraded and low-quality imagery in contemporary cinema and real-world portrayals of violence. Through a series of case studies, the book explores examples of corrupted digital imagery that range from mainstream cinema portrayals of drone warfare and infantry killing, through to real-world recordings of terrorist attacks and executions, as well as perpetrator-created murder videos live-streamed on the internet. Despite post-modernist concerns of cultural inurement during the seminal period of digitalized and virtualized killing in the 1990s, real-world reactions to violent media indicate that our culture is anything but desensitized to these media depictions. Against such a background, this book is a concentrated study of how these images are created and circulated in the contemporary media landscape and how the effect and affect of violent material is impacted by the low-resolution aesthetic.

Innovations and developments in technology have laid the foundations for an economy based on digital goods and services the digital economy. This book invites students and practitioners, to take an in-depth look at the impact that technological innovations such as social media, cryptocurrencies, crowdsourcing, and even online gaming is having on today's business landscape. Learn about the various business models
available for the digital economy, including the business models used by Bitcoin, Spotify, Wikipedia, World of Warcraft, Facebook, and Airbnb. This book details the evolution of contemporary economics within the digital stratosphere and highlights the complex ecosystem that makes up the field of digital economics. The foundational text with case studies is also peppered with anecdotes on the various technological innovations which have shaped markets throughout history. The authors provide several models and tools that are essential for analysis, as well as activities that will allow the reader to reflect, analyze, and apply the knowledge and tools presented in each chapter. Introduction to Digital Economics is a definitive guide to the complexities and nuances of this burgeoning and fascinating field of study.

Digital Media and Innovation, by Richard A. Gershon, takes an in-depth look at how smart, creative companies have transformed the business of media and telecommunications by introducing unique and original products and services. Today’s media managers are faced with the same basic question: what are the best methods for staying competitive over time? In one word: innovation. From electronic commerce (Amazon, Google) to music and video streaming (Apple, Pandora, and Netflix), digital media has transformed the business of retail selling and personal lifestyle. This text will introduce current and future media industry professionals to the people, companies, and strategies that have proven to be real game changers by offering the marketplace a unique value proposition for the consumer.

Producing New and Digital Media is your guide to understanding new media, diving deep into topics such as cultural and social impacts of the web, the importance of digital literacy, and creating in an online environment. It features an introductory, hands-on approach to creating user-generated content, coding, cultivating an online brand, and storytelling in new and digital media. This book is accompanied by a companion website—designed to aid students and professors alike—that features chapter-related questions, links to resources, and lecture slides. In showing you how to navigate the world of digital media and also complete digital tasks, this book not only teaches you how to use the web, but understand why you use it. KEY FEATURES For students- a companion site that features research resources and links for further investigation For instructors- a companion site that features lecture slides, a sample syllabus, and an Instructor’s Manual. Features a unique
approach that covers media studies aspects with production and design tutorials. Covers up-to-date forms of communication on the web such as memes, viral videos, social media, and more pervasive types of online languages.

In the age of "complex TV", of social networking and massive consumption of transmedia narratives, a myriad short-lived phenomena surround films and TV programs raising questions about the endurance of a fictional world and other mediatized discourse over a long arc of time. The life of media products can change direction depending on the variability of paratextual materials and activities such as online commentaries and forums, promos and trailers, disposable merchandise and gadgets, grassroots video production, archives, and gaming. This book examines the tension between permanence and obsolescence in the production and experience of media byproducts analysing the affections and meanings they convey and uncovering the machineries of their persistence or disposal. Paratexts, which have long been considered only ancillary to a central text, interfere instead with textual politics by influencing the viewers’ fidelity (or infidelity) to a product and affecting a fictional world’s "life expectancy". Scholars in the fields of film studies, media studies, memory and cultural studies are here called to observe these byproducts’ temporalities (their short form and/or long temporal extention, their nostalgic politics or future projections) and assess their increasing influence on our use of the past and present, on our temporal experience, and, consequently, on our social and political self-positioning through the media.

This collection of essays explores the interfaces between new information technologies and their impact on contemporary culture, and recent transformations in capitalist production. From a transnational frame, the essays investigate some of the key facets of contemporary global capitalism: the ascendance of finance capital, and the increasing importance of immaterial labor (understood here as a post-Fordist notion of work that privileges the art of communication, affect, and virtuosity). The contributors address these transformation by exploring their relation to new digital media (YouTube, MySpace, digital image and video technology, information networks, etc.) and various cultural forms including the Hispanic television talk show, indigenous video production, documentary film in Southern California, the Latin American stock market, German security surveillance, transnational videoconferencing, and
Japanese tourists’ use of visual images on cell phones. The authors argue that the seemingly radical newness and alleged immateriality of contemporary speculative capitalism, turns out to be less dramatically new and more grounded in colonial/racial histories of both material and immaterial exploitation than one might at first imagine. Similarly, human interaction with digital media and virtuality, ostensibly a double marker for the contemporary and economically privileged subject, in fact reveals itself in many cases as transgressive of racial, economic and historical categories.

Digital Media Tools is a clearly focussed introduction to the major software tools used for creating digital graphics, multimedia and Web pages. There are substantial chapters on each of the industry-leading applications such as Photoshop or Flash, plus an introductory chapter on the common interface elements. Readers will acquire a basic fluency with these important tools, learn what they do best and what their limitations are. The book is lavishly illustrated throughout, and files are provided on the supporting web site for students to work through all the major examples themselves. The approach is highly practical and founded in the authors’ extensive experience with these tools, but also supported by a thorough understanding and explanation of the technical and theoretical issues underpinning their use. Digital Media Tools is designed to be the perfect practical companion text to the authors’ latest course Web Design: A Complete Introduction. This edition brings this very successful book up to date and provides information on the latest versions of Photoshop, Flash, Illustrator and Dreamweaver, along with new coverage of Bridge. This 3rd edition introduces a wide range of new teaching and learning features both in the book itself and on the new supporting Web site www.digitalmediatools.org

Offering both hands-on instruction and theoretical information, readers learn about various forms of media, how to choose and make the best use of them, and the techniques used to create a media project. With an emphasis on the creative, aesthetic, and technical aspects of creating media, this new edition sheds light on why the reasonings behind production choices are as important as knowing how to push the right buttons and turn the correct knobs.

Digital technologies have fundamentally altered the nature and function of media in our society. This book critically examines digital innovations and
their positive and negative implications.

This book presents an altogether new approach to writing and evaluating writing in digital media. It suggests that usability theory provides few tools for evaluating content, because usability theory assumes only one kind of writing on the Internet. The author suggests three models: user-centric (usability model), persuasion-centric (encouraging the reader to linger and be persuaded--Canon camera ads), and quality-centric (encouraging the reader to linger and learn or be entertained because of the quality of the writing--NASA.gov and YouTube). Designed for professional writers and writing students, this text provides a rubric for writing in digital media, but more importantly, it provides a rubric and vocabulary for identifying and explaining problems in copy that already exists. The Internet has become a pastiche of cut-and-paste content, often placed by non-writers to fill space for no particular reason or by computers with no oversight from humans (e.g., Amazon.com). Because these snippets are typically on topic (but often for the wrong purpose or audience), professional writers have difficulty identifying the problems and an even harder time explaining them. Finding an effective tool for identifying and explaining problems in digital content becomes a particularly important problem as writers increasingly struggle with growing complications in complex information systems (systems that create and manage their own content with little human intervention). Being able to look at a body of copy and immediately see that it is problematic is an important skill that is lacking in a surprising number of professional writers.

Digital Media Tools is a clearly focussed introduction to the major software tools used for creating digital graphics, multimedia and Web pages. There are substantial chapters on each of the industry-leading applications such as Photoshop or Flash, plus an introductory chapter on the common interface elements. Readers will acquire a basic fluency with these important tools, learn what they do best and what their limitations are. The book is lavishly illustrated throughout, and files are provided on the supporting web site for students to work through all the major examples themselves. The approach is highly practical and founded in the authors’ extensive experience with these tools, but also supported by a thorough understanding and explanation of the technical and theoretical issues underpinning their use. Digital Media Tools is designed to be the perfect practical companion text to the authors’ latest course Web Design: A
Complete Introduction. This edition brings this very successful book up to date and provides information on the latest versions of Photoshop, Flash, Illustrator and Dreamweaver, along with new coverage of Bridge. This 3rd edition introduces a wide range of new teaching and learning features both in the book itself and on the new supporting Web site www.digitalmediatools.org

Computer Graphics & Graphics Applications

New York Times columnist, Thomas Friedman declared the modern age in which we live as the ‘age of distraction’ in 2006. The basis of his argument was that technology has changed the ways in which our minds function and our capacity to dedicate ourselves to any particular task. Others assert that our attention spans and ability to learn have been changed and that the use of media devices has become essential to many people’s daily lives and indeed the impulse to use technology is harder to resist than unwanted urges for eating, alcohol or sex. This book seeks to portray the see-saw like relationship that we have with technology and how that relationship impacts upon our lived lives. Drawing on a range of theoretical perspectives that cross traditional subject boundaries we examine the ways in which we both react to and are, to an extent, shaped by the technologies we interact with and how we construct the relationships with others that we facilitate via the use of Information Communication Technologies (ICTs) be it as discreet online only relationships or the blending of ICTs enabled communication with real life co present interactions.

Packed with real-life examples and case studies, MANAGEMENT OF ELECTRONIC AND DIGITAL MEDIA, 6e, provides the latest information on the management and leadership techniques and strategies used in the electronic and digital media industries. The text is popular for its contemporary approach and clear, current illustrations. Succinctly written, the Sixth Edition covers the most important aspects for future managers, leaders and entrepreneurs in the rapidly evolving media industries -- and includes an all-new chapter: Media Management: Manager/Leader/Entrepreneur. New coverage highlights trends in big data, mobile, social media, and the cloud. In addition, end-of-chapter case studies put readers in the role of a manager in a decision-making environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook.
Online Library Introduction To Digital Media

version.

Digital Arts presents an introduction to new media art through key debates and theories. The volume begins with the historical contexts of the digital arts, discusses contemporary forms, and concludes with current and future trends in distribution and archival processes. Considering the imperative of artists to adopt new technologies, the chapters of the book progressively present a study of the impact of the digital on art, as well as the exhibition, distribution and archiving of artworks. Alongside case studies that illustrate contemporary research in the fields of digital arts, reflections and questions provide opportunities for readers to explore relevant terms, theories and examples. Consistent with the other volumes in the New Media series, a bullet-point summary and a further reading section enhance the introductory focus of each chapter.

Writing and Editing for Digital Media teaches students how to write effectively for digital spaces—whether writing for an app, crafting a story for a website, blogging, or using social media to expand the conversation. The lessons and exercises in each chapter help students build a solid understanding of the ways that digital communication has introduced opportunities for dynamic storytelling and multi-directional communication. With this accessible guide and accompanying website, students learn not only to create content, but also to become careful, creative managers of that content. Updated with contemporary examples and pedagogy, including examples from the 2016 presidential election, and an expanded look at using social media, the third edition broadens its scope, helping digital writers and editors in all fields, including public relations, marketing, and social media management. Based on Brian Carroll's extensive experience teaching a course of the same name, this revised and updated edition pays particular attention to opportunities presented by the growth of social media and mobile media. Chapters aim to: Assist digital communicators in understanding the socially networked, increasingly mobile, always-on, geomapped, personalized media ecosystems; Teach communicators to approach storytelling from a multimedia, multi-modal, interactive perspective; Provide the basic skill sets of the digital writer and editor, skill sets that transfer across all media and most communication and media industries, and to do so in specifically journalistic and public relations contexts; Help communicators to put their audiences first by focusing attention on user experience, user behavior, and engagement with their user bases; Teach best practices in the areas of social media
strategy, management, and use.

This book offers a clearly written and engaging introduction to the basics of interactive digital media. As our reliance on and daily usage of websites, mobile apps, kiosks, games, VR/AR and devices that respond to our commands has increased, the need for practitioners who understand these technologies is growing. Author Julia Griffey provides a valuable guide to the fundamentals of this field, offering best practices and common pitfalls throughout. The book also notes opportunities within the field of interactive digital media for professionals with different types of skills, and interviews with experienced practitioners offer practical wisdom for readers. Additional features of this book include: An overview of the history, evolution and impact of interactive media; A spotlight on the development process and contributing team members; Analysis of the components of interactive digital media and their design function (graphics, animation, audio, video, typography, color); An introduction to coding languages for interactive media; and A guide to usability in interactive media. Introduction to Interactive Digital Media will help both students and professionals understand the varied creative, technical, and collaborative skills needed in this exciting and emerging field.

In many professions daily work life has become unthinkable without the use of a computer with access to the Internet. As technological innovations progress rapidly and new applications of interactional media are invented, organizational behaviour continues to change. The central theme of this book is how new media affect organizational behavior and employee well-being. A variety of topics are considered: applications of new media in both personnel psychology and organizational psychology tools to improve selection and assessment issues arising in the context of training, learning and career development the use of online games for education and recreation the impact of mobile devices on organizational life the implications of new forms of collaboration by means of virtual teams. The research documented in this volume consists of high quality, quantitative studies illustrated by lively practical examples. The combination of science and practice ensures that new insights supported by empirical studies are translated into practical implications. The book will be essential reading for researchers and students in organizational psychology and related disciplines.

An Introduction to Digital Media is a clear and comprehensive account of
the development and future possibilities of digital media by one of their most authoritative analysts. Tony Feldman addresses fundamental questions about digital media and their potential use in our everyday lives. What are digital media? What is special about them? How do digital media systems work, technologically and commercially? And where is the digital media revolution taking us? Tony Feldman considers the new digital media in two distinct but increasingly converging areas: the world of packaged 'offline' media such as CD-ROM and the world of transmitted media, including digital broadcasting and interactive online services. He begins with an overview of the digital media landscape, and goes on to describe the impact of CD-based media and the development of a consumer market for multimedia products. Feldman then traces the equally dramatic growth of online services and the Internet in particular, assessing myths and realities about the information superhighway and its commercial possibilities. An Introduction to Digital Media concludes with an assessment of the strategic implications of going digital for media industries such as publishing, broadcasting, cinema and music, and considers the key role that individuals will play in determining the course of the digital revolution.


Thanks to the advancement of faster processors within communication devices, there has been a rapid change in how information is modulated, multiplexed, managed, and moved. While formulas and functions are critical in creating the granular components and operations of individual technologies, understanding the applications and their purposes in the

"The study of the reciprocal relationship between the Bible and popular culture has blossomed in the past few decades, and the time seems ripe for a broadly-conceived work that assesses the current state of the field, offers examples of work in that field, and suggests directions for further study. This Handbook includes a wide range of topics organized under several broad themes, including biblical characters and themes in popular culture; the Bible in popular cultural genres; "lived" examples; and a concluding section in which we take stock of methodologies like Reception History and the impact of the field on teaching and publishing. These topics are all addressed by focusing on specific examples from film, television, comics, music, literature, video games, science fiction, material culture, museums, and theme parks, to name a few. This book represents a major contribution to the field by some of its leading practitioners, and will be a key resource for the future development of the study of Bible and American popular culture"--

New and updated English translation of the highly successful book on digital media This book introduces readers to the vast and rich world of digital media. It provides a strong starting point for understanding digital media’s social and political significance to our culture and the culture of others—drawing on an emergent and increasingly rich set of empirical and theoretical studies on the role and development of digital media in contemporary societies. Touching on the core points behind the discipline, the book addresses a wide range of topics, including media economics,
Online cooperation, open source, social media, software production, globalization, brands, marketing, the cultural industry, labor, and consumption. Presented in six sections—Media and Digital Technologies; The Information Society; Cultures and Identities; Digital Collaboration; Public Sphere and Power; Digital Economies—the book offers in-depth chapter coverage of new and old media; network infrastructure; networked economy and globalization; the history of information technologies; the evolution of networks; sociality and digital media; media and identity; collaborative media; open source and innovation; politics and democracy; social movements; surveillance and control; digital capitalism; global inequalities and development; and more. Delivers a reliable, compact and quick introduction to the core issues analyzed by digital culture studies and sociology of information societies. Interweaves main topics and theories with several examples and up-to-date case studies, often linked to our everyday lives on the internet, as well as suggestions for further readings. Anchors examples to discussions of the main sociological, political, and anthropological theoretical approaches at stake to help students make sense of the changes brought about by digital media. Uses critical sociological and political theory alongside every day examples to discuss concepts such as online sociality, digital labor, digital value creation, and the reputation economy. Clear and concise throughout, Introduction to Digital Media is an excellent primer for those teaching and studying digital culture and media.

Covering the latest legal updates and rulings, the second edition of Digital Media Law presents a comprehensive introduction to all the critical issues surrounding media law. Provides a solid foundation in media law. Illustrates how digitization and globalization are constantly shifting the legal landscape. Utilizes current and relevant examples to illustrate key concepts. Revised section on legal research covers how and where to find the law. Updated with new rulings relating to corporate political speech, student speech, indecency, and Net neutrality, restrictions on libel tourism, cases filed against U.S. information providers, WikiLeaks and shield laws, file sharing, privacy issues, sexting, cyber-stalking, and many others. An accompanying website is regularly updated with new rulings, access to slip opinions and other supplementary material.

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