



Copy edits

Description

No matter how careful you are in following style guides, there's still a job of work in correcting bibliographies. Here's a page after the copy editor and I have had a go at it. Back in the 1990s the author would receive paper copy bristling with little plastic tags and hand written notes. Now it's all done electronically in rainbow colours.

Authors: This is your final opportunity to revise. The MIT Press does not allow revision of content in page proofs.

Moraga and G. Anzaldúa, 000-000, New York: Kitchen Table/Women of Colour Press. </edb>

<bok>Aristotle. *The Art of Rhetoric*. Translated by H. C. Lawson-Tancred. London: Penguin, 1991. Written in the third century BC.</bok>

<bok>Aristotle. *The Politics*. Translated by E. V. Rieu. London: Penguin, 1981.</bok>

<bok>Artaud, Antonin. *The Theater and Its Double*. Translated by M. C. Richards. New York: Grove, 1958.</bok>

<jrn>Aspinall, Peter, Panagiotis Mavros, Richard Coyne, and Jenny Roe. "The Urban Brain: Analysing Outdoor Physical Activity with Mobile EEG." *British Journal of Sports Medicine* (2013). doi:10.1136/bjsports-2012-091877.</jrn>

<bok>Atkinson, Paul. *Delete: A Design History of Computer Yappourware*. London: Bloomsbury, 2013.</bok>

<jrn>Atzori, Luigi, Antonio Iera, and Giacomo Morabito. "The Internet of Things: A Survey." *Computer Networks* 54 (2010): 2787-2805.</jrn>

<bok>Augé, Marc. *Obsolescence*. Translated by M. de Jager, and J. E. Young. Minneapolis: University of Minnesota Press, 2004.</bok>

<edb>Aurigi, Alessandro, and Fiorella de Cindio, eds. *Augmented Urban Spaces: Articulating the Physical and Electronic City*. Aldershot, UK: Ashgate, 2008.</edb>

<bok>Bachelard, Gaston. *The Poetics of Space*. New York: Orion Press, 1964.</bok>

<bok>Bakhtin, Mikhail. *Rabelais and His World*. Translated by H. J. Jewolsky. Bloomington: Indiana University Press, 1984.</bok>

M. J. Rankin 23/3/2015 15:11
Comment [12]: AU: Please provide full first name

Kathleen A C... 23/3/2015 15:11
Comment [13]: AU: pls cite page nos for chapter

Richard Coyne 11/4/2015 10:06
Comment [14]: Anzaldúa, Gloria. 1993. Speaking in tongues: A letter to third world women writers. In C. Moraga, and G. E. Anzaldúa (eds.), *This Bridge Called My Back*: 163-172. New York: Kitchen Table: Women of Colour Press.

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Comment [17]: Impossible to find. All earlier books use the subtitle!

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Comment [20]: Artaud, Antonin. 1958. *The Theater and Its Double*. Trans. Mary Caroline Richards. New York: Grove

Kathleen A C... 23/3/2015 14:10
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Comment [25]: Bakhtin, Mikhail. 1984.

421

Here's a draft description of the book, due out at the end of 2015:

We are active with our mobile devices; we play games, watch films, listen to music, check social media, and tap screens and keyboards while on the move. In *Mood and Mobility*, Richard Coyne argues that as we do so, we not only communicate, process information, and entertain ourselves through devices and social media; we also receive, modify, intensify, and transmit moods. Designers, practitioners, educators, researchers, and users, should pay more attention to the moods created around our smartphones, tablets, and laptops.

Drawing on research from a range of disciplines, including experimental psychology, phenomenology, cultural theory, and architecture, Coyne shows that users of social media are not simply passive receivers of moods; they are complicit in making moods. Devoting each chapter to a particular mood—from curiosity and pleasure to anxiety and melancholy—Coyne shows that devices and technologies do affect people's moods, although not always directly. He shows that mood effects are transitional; different moods suit different occasions, and derive character from emotional shifts. Furthermore, moods are active; we enlist all the resources of human sociability to create moods. And finally, the discourse about mood is deeply reflexive; in a kind of meta-moodiness, we talk about our moods and have feelings about them. Mood, in Coyne's distinctive telling, provides a new way to

look at the ever-changing world of ubiquitous digital technologies.

Category

1. Design

Tags

1. design
2. emotion
3. mobility
4. mood
5. social media

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April 11, 2015

Author

rcoyne99

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