

Audio1

Description

1. Is the truth still out there? Introducing Media and Culture (30 minutes)

<https://richardcoyne.com/wp-content/uploads/2018/08/mc-1.mp3>



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2. Breaking the rules: Play as a creative journey (60 minutes)

<https://richardcoyne.com/wp-content/uploads/2018/08/play.mp3>



3. Manufacturing moods: How to feel like a computer (50 minutes)

<https://richardcoyne.com/wp-content/uploads/2018/08/emotion1.mp3>



4. Dissenting voices: The war between the ear and the eye(45 minutes)

<https://richardcoyne.com/wp-content/uploads/2018/08/voicetext.mp3>



5. Mice and memory chips: Metaphor in digital design and everywhere (53 minutes)

<https://richardcoyne.com/wp-content/uploads/2018/08/metaphor.mp3>



6. The wisdom of crowds: Digital subcultures and the sharing economy (38 minute audio from class videos)

https://richardcoyne.com/wp-content/uploads/2018/08/itsociety_1_sd_small_-_web_mbl_h264_900.mp3



8. How to think like a machine: AI and its prospects

https://richardcoyne.com/wp-content/uploads/2018/08/ai_combined.mp3



9. Techno-medievalists: Post-human cyborg futures

10. The court of public opinion: Ethics in the age of social media

<https://richardcoyne.com/wp-content/uploads/2018/08/ethics-audio.mp3>

11. We are all entertainers: How to alienate your audience

<https://richardcoyne.com/wp-content/uploads/2018/08/cinemaengagementall.mp3>

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