Telecommunication, Information Studies, and Media (TISM)

Teaching Resources in Media Studies and Technology

Communication Studies/Digital Media Resources, compiled and edited by Karla Tonella (The University of Iowa Communication Studies Resources).
A portal to “Hypertext, Cybernetics, Cyborgs & Virtual Realities,” offering a comprehensive set of links on such topics as news and 'zines, theorists and personalities, multimedia production, gender and cyberspace, and much more.
http://clas.uiowa.edu/commstudies/ [1]

Studies of the Media, Professor Michael C. Kearl (Trinity University, TX).
A large website with links to wide-ranging aspects of media studies useful for teaching and research, including radio, TV, e-magazines, zines, electronic and print newspapers, and much more.
http://www.trinity.edu/~mkearl/commun.html [2]

Online Communication Studies Resources: Media Studies (University of Iowa Online Communication Studies Resources).
A portal to resources in general and mixed media, radio, television, digital media, media watchers and activists, film studies resources, and gender, race, and ethnicity in media.
http://clas.uiowa.edu/commstudies/ [1]

Film Studies Resources (The University of Iowa Communication Studies Resources).
Offers a comprehensive set of links to general video databases & review sites; specialized, national, international, and topical cinema resources; scripts; journals and many more film resources useful for teaching.
http://clas.uiowa.edu/commstudies/ [1]

The New Media Consortium (NMC) is an international 501(c)3 not-for-profit consortium of nearly 300 learning-focused organizations dedicated to the exploration and use of new media and new technologies.
http://www.nmc.org [3]

VoS: Voice of the Shuttle (Alan Liu and a team of developers, University of California, Santa Barbara).
This site is the portal to a rich and comprehensive collection of resources in Cyberculture. A "go-to" site for teaching materials, information, and inspiration. Includes projects, interviews, articles, and sub-link collections in such topics as Cybercommunities, Business & Technology, history, politics, course syllabi, and listservs.
New Media & Cyberculture (ebss Library Resources for Communication Studies).
Links to reference materials; periodical databases/indexes; websites; associations, organizations, & government agencies; journals & trade publications; and statistics on the uses and sociocultural impacts of new media.

Association for Education in Journalism & Mass Communication.
This association offers journals, conferences, resources for teaching (see Teaching Tools), and 17 divisions, including Communication Technology, Media Management and Economics, and Media Ethics, among others, each providing links of interest, newsletters, and other material for educators.

MERLOT: Information Technology Portal (Multimedia Educational Resource for Learning and Online Teaching).
This portal leads to peer reviewed teaching and learning materials in Information Technology, the MERLOT Information Technology community, professional journals and organizations, and much more.

In spring 2007 Wesch invited the 200 students enrolled in the “small” version of an “Introduction to Cultural Anthropology” class to tell the world what they think of their education. The result was displayed on You Tube and was viewed over one million times in its first month and was the most blogged about video in the blogosphere for several weeks, eliciting thousands of comments. With rare exception, educators around the world expressed the sad sense of profound identification with the scene, sparking a wide-ranging debate about the roles and responsibilities of teachers, students, and technology in the classroom.

Building the Field of Digital Media and Learning (MacArthur Foundation).
The MacArthur Foundation launched its five-year, $50 million digital media and learning initiative in 2006 to help determine how digital technologies are changing the way young people learn, play, socialize, and participate in civic life. Answers are critical to developing educational and other social institutions that can meet the needs of this and future generations. The initiative is both marshaling what is already known about the field and seeding innovation for continued growth. Check the website for the latest news on learning with and through technology.

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Teaching Resources in Game Design/Gaming

Michigan State University Serious Game Design Track.
This site describes MSU’s new track in TISM, but also includes a link to “Serious Games in the News” that provides recent information about games in the news media, conference reports, and other material of interest to educators in the field. See also the TISM Games for Entertainment and Learning (GEL)Lab at http://gel.msu.edu/ [10] for further information on games and gaming, including projects, research, and seminars.
The Game Design Initiative at Cornell University.
Scroll down this page for links to resources on game development, game studies, and academic and industry gaming organizations.
http://gdiac.cis.cornell.edu/  [12]

Courses in TISM

**Comparative Media Studies (MITOpenCourseWare).**
Free online resources for teaching from MIT’s Department of Comparative Media Studies, which focuses on “the examination of media technologies and their cultural, social, aesthetic, political, ethical, legal, and economic implications.” Provides curriculum details and full course materials, including syllabi and assignments, for both undergraduate and graduate courses in the program.

**Media Arts and Sciences (MITOpenCourseWare).**
This department at MIT focuses on “the study, invention, and creative use of enabling technologies.” The site links to the curriculum and to undergraduate and graduate courses, including syllabi and course materials.
http://ocw.mit.edu/courses/media-arts-and-sciences/  [14]

**Media Studies: Courses, Syllabi, and Teaching Resources** (UC Santa Barbara).
Links to several courses in media theory and methods, each including multiple course materials.

“Rhetoric of Mass Media,” John M. Sloop (Vanderbilt University).
This course “centers on the relationships between and among mass media, culture, and consciousness.” Includes syllabus and other course materials.
http://www.vanderbilt.edu/AnS/Comm/Courses/sloop.htm  [16]

Also see above VoS: Voice of the Shuttle [4]. Open the Cyberculture link on the left side of the page and scroll down to Course Syllabi & Teaching Resources (Cyberculture).

Journals in TISM

**The Journal of Information Technology Education.**
This peer refereed journal focuses on improving IT education around the world. Articles are free online with print copy available by subscription.
http://jite.org/  [17]
The International Journal of Learning and Media (IJLM).
Provides a forum for scholars, researchers, and practitioners to examine the changing relationships between learning and media across a wide range of forms and settings. IJLM is published quarterly by The MIT Press, in partnership with the Monterey Institute for Technology in Education.
http://ijlm.net [18]

Listervs in TISM

H-DigiRhet.
An online discussion board and LISTSERV for “teachers, researchers, and scholars who are working at the intersections of writing, rhetoric, communication, and digital technologies, focusing on issues of digital composition, computer-mediated communication (CMC), digital literacy, information and communication technologies (ICTs), human-computer interaction (HCI) and digital rhetoric.”

Media Ecology Association Mailing List.
This discussion list is for friends and members of the Media Ecology Association (MEA), a not-for-profit organization dedicated to promoting the study, research, criticism, and application of media ecology in educational, industry, political, civic, social, cultural, and artistic contexts, and the open exchange of ideas, information, and research among the Association’s members and the larger community. Subscribers use this list to share views, exchange information, and learn about interesting events related to communication and media.

Air-L–Association of Internet Researchers.
An academic association dedicated to the advancement of the cross-disciplinary field of Internet studies. It is a resource and support network promoting critical and scholarly Internet research independent from traditional disciplines and existing across academic borders. The association is international in scope.
http://listserv.aoir.org/listinfo.cgi/air-l-aoir.org [21]

Michigan State University Teaching Resources in TISM

Resources for Telecommunication, Information Studies, and Media (MSU Libraries, Sharon Ladenson, Subject Specialist).
Links to a range of resources in Telecommunication, Information Studies, and Media; some links require MSU log-in.
http://libguides.lib.msu.edu/c.php?g=96182&p=626040 [22]

MSU Department of Telecommunication, Information Studies, and Media.
http://tism.msu.edu [23]
Professor Charles Steinfield, Chairperson of the Department, has contributed the following list of journals and important
conference proceedings used by faculty in TISM as resources for teaching and research.

**Journals:**

*Journal of Computer-Mediated Communication*

*Telecommunications Policy*

*The Information Society*
http://www.indiana.edu/~tisj/ [26]

*The International Journal of Electronic Commerce*
http://www.ijec-web.org/ [27]

*Electronic Markets - The International Journal on Networked Business*
http://www.electronicmarkets.org/ [28]

*Information, Communication & Society*
http://www.tandfonline.com/toc/rics20/current?cookieSet=1 [29]

*Communications of the ACM*
http://cacm.acm.org/ [30]

*Interactions*
http://interactions.acm.org/ [31]

*Computer Supported Collaborative Work: The Journal of Collaborative Computing*

*The International Journal of Human Computer Studies*
http://www.journals.elsevier.com/international-journal-of-human-computer-studies/ [33]

*The Journal of Broadcasting and Electronic Media*
http://www.tandfonline.com/toc/hbem20/current?cookieSet=1 [34]

*The Journal of Media Economics*
http://www.tandfonline.com/toc/hmec20/current [35]

*Information, Economics, and Policy*
http://www.journals.elsevier.com/information-economics-and-policy/ [36]

*Games and Culture: A Journal of Interactive Media*
http://www.sagepub.com/journalsProdDesc.nav?prodId=Journal201757 [37]

*CyberPsychology & Behavior*
http://www.liebertpub.com/overview/cyberpsychology-behavior-brand-social-networking/10/ [38]

*Presence: Teleoperators & Virtual Environments*
The discipline also uses journals that are common with other disciplines (e.g. MIS Quarterly, Information Systems Research, Organization Science, Communication Research, Human Communication Research, Journal of Communication).

**Selected Conference Proceedings:**
- Annual SIGCHI Conference: Human Factors in Computing Systems - the CHI conference
  
  [http://www.sigchi.org/conferences/](http://www.sigchi.org/conferences/)

- ACM Conference on Computer Supported Cooperative Work
  

- ACM Group Conference
  

*We would like to thank Professor Charles Steinfield, Chairperson, Department of TISM, and Instructor Leigh Graves Wolf, Coordinator of the Educational Technology Master’s Degree Program, for their help in gathering these resources. Without their input, this webpage would not be nearly as rich in its links to important online materials for teaching in this interdisciplinary field.*

*See also College of Communication Arts & Sciences General Resources.*

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These resources were compiled and annotated by Lois Rosen, Ph.D., Instructional Consultant for the Office of Faculty and Organizational Development, Michigan State University.