

Review for Final Exam

To Read or Not to Read, by the NEA and Mark Bauerlein

1. People are reading less—a lot less. As an activity, reading is threatened in America.
2. Reading Comprehension is declining
3. Civic involvement is contingent on reading ability
- 4.

How Reading is Being Re-Imagined, by Matt Kirschenbaum

1. Reading is relatively stable, but the medium of reading is altering
2. Reading comprehension is immeasurable—
3. Lateral Reading—between and across texts—is enhanced in electronic spaces, and is a valued and historic component of reading
4. Relationships between texts are measurable, as well as comprehension
5. The print medium favors specific genres and electronic media favors other, but nevertheless, specific genres.
6. Reading is paired with writing in electronic spaces

NEA's Misreading of Reading, by Ben Vershbow

1. Marginalia—via Mark Twain
- 2.

Idealization of the Book, by Dan Cohen

1. Additive expression of reading: reading builds on itself
2. Medium should not be idealized if the practice itself is valuable; other forms can achieve the same results

Agony on the Cave, from McKenzie Wark's Gamer Theory

1. Gaming distorts reality by: aesthetics (dark)
2. Competition, or opposition, is the heart of gaming (faux thesis)
3. But this is bad. So play as an alternative essence of gaming

Nature and Significance of Play as a Cultural Phenomenon, By Johan Huizinga

1. Play just is—it is irreducible to any other activity
2. Play is a contest *for* something, or a representation *of* something
3. Voluntary, disinterested, & limited
4. Cheating breaks the game

Rule Sets, Cheating, and Magic Circles, by Mia Consalvo

1. Cheating is *part* of play