Page references to “The Language of New Media” by Lev Manovich.

1. What new media is (Principles of New Media: Numerical Representation, Modularity, Automation, Variability, and Transcoding; pg. 27-48) and is not (What New Media is Not: Converted media, Share code, Randomly accessed, Degrading, Lossless media, and Interactive; pg. 49).

2. What new media is capable of
   a. The power of the media database (pg. 37) (Jim)

3. How new media is understood.
   a. Psychologically (57 through 61 of What is new media)

Questions

1. What are the ways we have used old media in new forms? (class examples)
   a. Is simply scanning in an image, capturing video, recording your voice, or ripping an audio track enough to make old media new?
   b. What else is necessary (anything)?

2. What do you think about the “trajectories” as observed in the reading (pg. 22)?
   a. Are computers and film similar today?
      i. How? Why?

3. What principles of new media as described in the reading have you used in your project(s) [Numerical Representation, Modularity, Automation, Variability, and Transcoding]?
   a. How? Why?

   a. In identifying new media have you used Converted media, shared code, randomly accessed, degrading process, lossless media, and interactivity as evaluative qualities?