
Contents

<i>List of illustrations</i>	vii
<i>List of contributors</i>	ix
<i>Acknowledgements</i>	xii
1 Introduction: discourse analysis and digital practices	1
RODNEY H. JONES, ALICE CHIK AND CHRISTOPH A. HAFNER	
2 Discourse analysis of games	18
JAMES PAUL GEE	
3 Discourse, cybernetics, and the entextualisation of the self	28
RODNEY H. JONES	
4 Tagging on Flickr as a social practice	48
DAVID BARTON	
5 Intertextuality and interdiscursivity in online consumer reviews	66
CAMILLA VÁSQUEZ	
6 YouTube as text: spoken interaction analysis and digital discourse	81
PHIL BENSON	
7 Co-constructing identity in virtual worlds for children	97
CHRISTOPH A. HAFNER	

8	Recreational language learning and digital practices: positioning and repositioning ALICE CHIK	112
9	Investigating digital sex talk practices: a reflection on corpus-assisted discourse analysis BRIAN W. KING	130
10	Apps, adults and young children: researching digital literacy practices in context GUY MERCHANT	144
11	‘It’s changed my life’: iPhone as technological artefact VICTORIA CARRINGTON	158
12	Digital discourse@public space: flows of language online and offline CARMEN LEE	175
13	The discourses of celebrity in the fanvid ecology of Club Penguin machinima JACKIE MARSH	193
14	Discourses of ‘curation’ in digital times ILANA SYNDER	209
15	The discursive construction of education in the digital age NEIL SELWYN	226
	<i>Index</i>	241

