

- Bogost, Ian. *Persuasive Games: The Expressive Power of Videogames* (Cambridge, MA: MIT Press, 2007)
- Buckingham, David and Willett, Rachel. *Digital Generations: Children, Young People and New Media* (Mahwah, NJ: Erlbaum, 2006)
- Erikson, E. *Identity and the Life Cycle* (New York: W.W. Norton and Company, 1958)
- Gee, James. *Situated Learning and Literacy: A Critique of Traditional Schooling* (London: Routledge, 2004)
- Giddens, Anthony. *Modernity and Self-Identity: Self and Society in the Late Modern Age* (Stanford, CA: Stanford University Press)
- Goffman, Erving. *The Presentation of Self in Everyday Life* (New York: Anchor Books, 1959)
- Jackson, Maggie. *Distracted: The Erosion of Attention and the Coming Dark Age* (New York: Prometheus, 2008)
- Jenkins, Henry. *Convergence Culture: Where Old and New Media Collide* (New York and London: New York University Press, 2006)
- Kurzweil, Raymond. *The Singularity is Near: When Humans Transcend Biology* (New York: Viking, 2005)
- Ling, Rich. *The Mobile Connection: The Cell Phone's Impact on Society* (San Francisco: Morgan Kaufman Publishers, 2004)
- Sefton-Green, J. and Buckingham, D. *Digital Diversions: Youth Culture in the Age of Multimedia* (London: Routledge, 1998)
- Singer, D.G. and Singer, J.L. *Imagination and Play in the Electronic Age* (Cambridge, MA: Harvard University Press, 2005)
- Ulrich, J. and Harris, A., eds. *Genexegesis: Essays on Alternative Youth (Sub)Culture* (Madison: University of Wisconsin Press, 2003)
- Winnicott, D. W. *Playing and Reality* (New York: Basic Books, 1971)