

December 27th, 2006



New: Mediapolis. Popular Culture and the City

Games like *America's Army*, *World of Warcraft* and *Grand Theft Auto* and the music of Snoop 'Doggy' Dogg, Dizzee Rascal and Juan Atkins are fuelling the engines of globalization. As a result, popular culture is taking an ever firmer grip on our living environment and on our lives.

In *Mediapolis* the authors sound out an urban environment pulsing to the rhythm of the popular media. They introduce a pop philosophy whose concepts include the Urban Container, 'scenius', sonic communities and nodal urbanity. Here technological, political, cultural, economic and even military developments meet head-on.

Mediapolis makes clear what urban pop culture is and how it has influenced our notion of city. The words of the Italian Futurist Antonio Sant'Elia are as true today as in 1914: 'Every generation must build its own city'.

Alex de Jong and Marc Schuilenburg, originally an architect and a lawyer/philosopher respectively, make up Studio Popcorn, which specializes in the relationships between media, urban processes and popular culture.

Published in English and in Dutch. Read more about the book by clicking the image above.

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