# **New Media**



Learning objective:

- To outline the features of New Media
- To discuss the 'new media debate'

# Developments in New Media

- The past 30 years have seen a revolution in media based on digital computers, such as the internet, digital TV and digital radio; they are new media.
- Even print media have adopted digital technologies, producing internet editions and employing image manipulation through desktop publishing.

Media has changed in terms of how it is delivered and also changed in terms of the types of technology that it is now available on.

- In 2001/02 49% of UK households had a computer. In 2007, in was 70%.
- In 2006 57% of UK households had internet access. In 2007 this had increased to 61%.
- In 2006, 59% of adults accessed the internet everyday or almost everyday. In 2007, this increased to 67%.
- In 2001/02, 43% of households had a satellite, cable or other digital TV receiver.
- In 2006, this had increased to 70%.
- In 2007, this had increased again to 77%.
- In 2012, all UK households will have to be digital if they want to watch TV.

Neuman (2003) argues that the new media will:

- Produce a huge increase in the volume of communication
- Change the meaning of geographical distance (virtual, internet, worldwide, communities with instant personal communication).
- Provide the opportunity for interactive communication
- Allow previously separate forms of communication to interconnect and overlap
- Blur the distinction between personal and mass communication and between public and private communication

## Features of New Media

Digitality	Using computers All data and text converted into numbers (binary code) which can be stored, distributed and picked via screen based products (mobile phones, laptops, computers, digital TV and computers)		
Interactivity	Consumers have an opportunity to interact or engage with media (web 2.0)		
	Participatory culture	Consumers produce media content- information production	
	Collective intelligence	Each of us know something and we pool together our resources and skills (Youtube; IGTV; Snapchat)	
Hypertextuality	Web of connection to various bits of information. User can search, interact and customize media for their own use		
Dispersal	Less centralised, part of everyday life, shopping, entertainment, information		
Virtuality	Opportunity to immerse in unreal interactive experiences- virtual reality, imaginary identities		

## What makes new media 'new'?

Match the description with the correct definition

### Match the description with the correct definition

A		С		
Consumers can immerse themselves in unreal interactive experiences and create imaginary identities		All data stored in numbers (binary) and picked up via screen based products- mobile phones, DVDs, computers etc		
E	3	D		
	the opportunity to	New media is less centralised and controlled than old media. There is a huge scope for people to create and spread their own information outside the control of media companies and the agencies of social control		
Digitalisation	Dispersal	Virtuality	Interactivity	

### **YOUTUBE USAGE STATS (2019)**



S BILLION
VIDEOS ARE
WATCHED ON
YOUTUBE DAILY





7 IN 10
PEOPLE PREFER
HORIZONTAL VIEWING
AS A DEFAULT OPTION
WHEN WATCHING
YOUTUBE VIDEOS



GAMERS WATCHING YOUTUBE VIDEOS TO FEEL LESS LONELY, IMPROVE THEIR CRAFT AND UNWIND FROM GAMING



\*180.5 MILLION
LAST YEAR, OUT OF
WHICH 5 STARS
ARE GAMERS



39%
OF MEDIA CONSUMERS
ARE READY TO PAY FOR
AD-FREE CONTENT



THE YOUNGEST YOUTUBE STAR RYAN'S TOYS REVIEW MADE OVER

\$22 MILLION
LAST YEAR FROM HIS CHANNEL

SOURCE

omnicoreagency.com - brandwatch.com adespresso.com - foundationinc.co

#### **BRANDS ON INSTAGRAM FACTS (2019)**





4%
OF BRAND'S
TOTAL
FOLLOWERS
ENGAGE WITH
THEM
REGULARLY



A BRAND ON AN AVERAGE POST 28 TIMES IN A MONTH



70%
OF USERS
SEARCH FOR
BRANDS ON
INSTAGRAM,
MAKING IT
IMPORTANT
FOR BRANDS
TO MAINTAIN
AN ACCOUNT



MORE THAN
60%
OF THE USERS
SAY THEY LEARN
ABOUT A
PRODUCT,
SERVICE OR
BRAND ON
INSTAGRAM



Soravjain.com

90%
OF THE TOP
100 BRANDS IN
THE WORLD
HAVE AN
INSTAGRAM
ACCOUNT

SOURCE

omnicoreagency.com - brandwatch.com adespresso.com - foundationinc.co

## **REALLY COOL FACTS ABOUT SNAPCHAT**



Snapchat is used to send photos and short video clips that vanish within 10 seconds.



#### **60 MILLION INSTALLS**

**55% ACTIVE USERS USE SNAPCHAT DAILY** 

THAT'S 16.5 MILLION PEOPLE!

SNAPCHAT IS MORE POPULAR THAN KIK. VINE AND YIK YAK

And its catching up to Instagram which has over 300 million active users.



**OF IPHONE USERS USE SNAPCHAT** 



OF COLLEGE STUDENTS USE **SNAPCHAT DAILY** 



OF US TEENS AGED 13-17 **USE SNAPCHAT** 

### disc#ver



















#### THE NEW DISCOVER **FEATURE**

Featuring a curated selection of stories from media partners like CNN, Yahoo, Vice, ESPN and even Snapchat's own fledgling editorial team. Stories disappear and are replaced after 24 hours.

#### **400 MILLION**



THE NUMBER OF **SNAPS MADE PER DAY** 





**GENDER OF USERS WHO SHARE SELFIES ON SNAPCHAT** 

But most importantly for marketers,

**58**%

would likely purchase a product from a brand that sent them a Snapchat coupon.



http://www.postano.com/blog/the-5-best-snapchat-campaigns

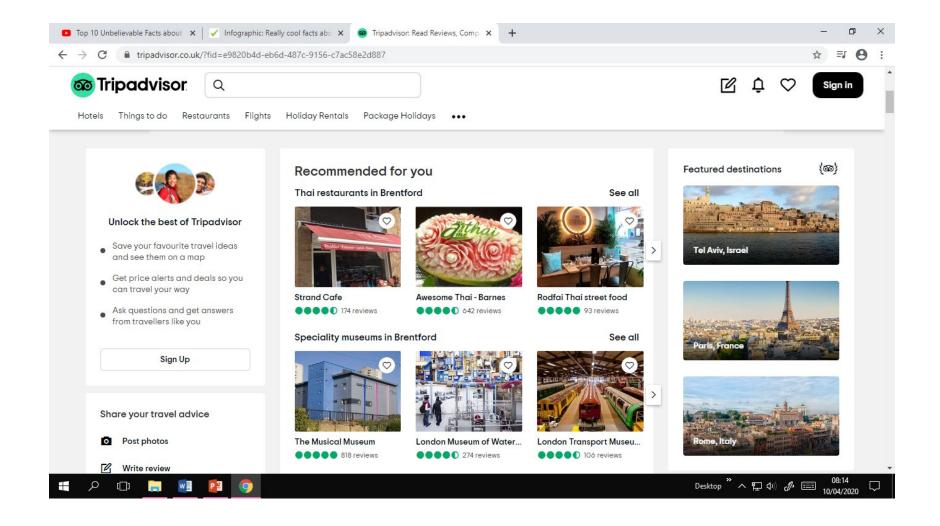
#### SOURCES:

http://www.businessinsider.com/snapchat-active-users-exceed-30-million-2013-12 http://resources.uknowkids.com/facts-stats-snapchat http://expandedramblings.com/index.php/snapchat-statistics/





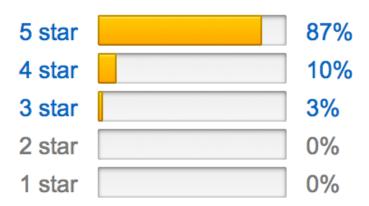
# **TripAdvisor Reviews**



#### **Customer Reviews**



4.8 out of 5 stars ▼

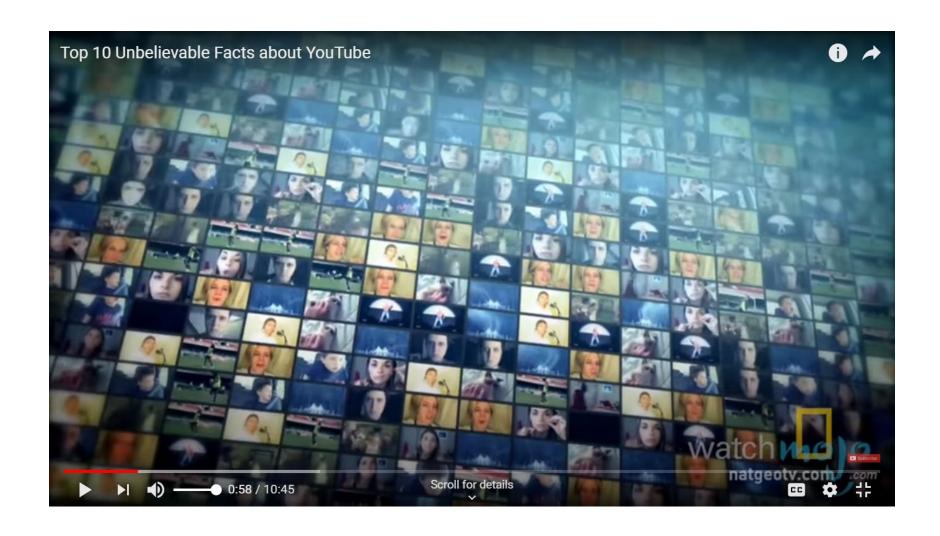


Share your thoughts with other customers

Write a customer review

See all 38 customer reviews >

# 10 Facts about Youtube



Task:

Use Wikipedia to find out what Wikipedia is

Research blogosphere on Wikipedia:

Identify 3 types of blogs

What do people use blogs for?

## Homework

Consolidation cards- Features of New Media

Year 1 consolidation

Wider reading log

Flipped learning: What is the digital divide and who uses New Media (Gender; Age; Social class)