



**MEDIA
IN MIND**
A Transactional Encounter

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April 3rd, 4:30pm, McCune Conference Room (HSSB 6020)

How can we think ecologically about media? To do so would be to think of media use as a system of organisms and objects in persistent dynamic relation to one another. In order to understand how we perceive, interact with, and make meaning from media such as films and videogames, we ought to see them as embedded features of a physical environment in which we ourselves are also embedded. Thinking about media in this way will necessarily emphasize continuity between media content and the world at large, between media experience and experience in general, and between media and their users.

A truly ecological conception of experience will see it as embodied, embedded, and extended into the environment, so that the mind, and the "self," are not confined to our brains or our bodies but are rather qualities of our engagement with the world around us. Thus, our encounters with the world participate in the making of our minds. We need to think not just about the relationship between media and the mind, but rather about the roles that media play in our minds.

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