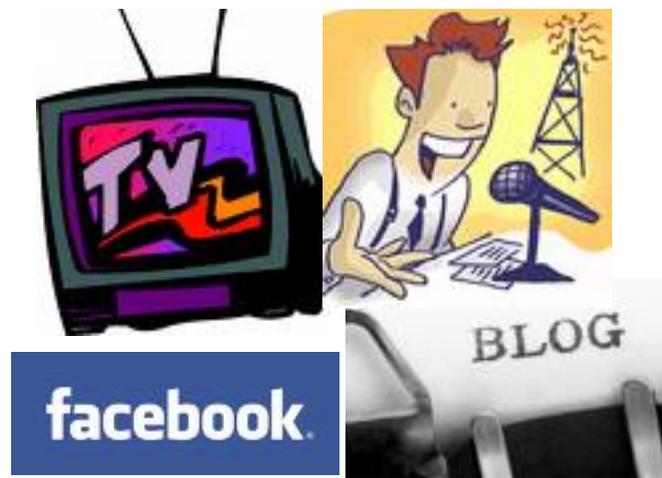# Pathfinder: Media

This pathfinder will help you research media such as radio, podcasts, blogging, television, advertising, social networking, and magazines .

Search Tools: Use the search stations in the library (or any computer in the school by using the URL 10.1.9.75:8080) to access the library's catalog to find materials in the library's collection.

Introductory Materials: Encyclopedias are a great way to start your research if you are not familiar with your subject. This will give you a quick explanation and other terms and ideas to expand your search terms.

Terms and Keywords: Use the computer search stations to look for your book sources. You may try general words to find your subject like "media." This is a broad category so you may want to get more specific. Instead of just "media" try searching for the specific media you are researching such as "blogging" or "social networks." Use the index in the back of the book for your specific, more detailed subject.

Check the publication date of the source. If you are researching a historical aspect of the media, then a book that is older than 4 years should be fine. If you are researching a current topic that is relatively new, you will want to use the most current information available.

You may also choose to research a specific journalist or inventor of media by researching that person's name or occupation. (An example would be Marconi for the radio.)

• media
• social networks
• blogs
• newspapers
• radio
• podcast
• advertising
• cyber safety
• internet
• technology

Dewey Numbers: The KHS Drew Library Media Center uses the Dewey Decimal System to catalog and organize materials. Begin your search for your media topic by using the following Dewey numbers:

• 004 – This section has books about the internet.

• 070 – This section has books about media, news media, journalism and publishing

• 302.23 – This section has books about media as a means of communication. Look for books in 302.234 for movies and radio and 302.235 for television

303. 483 – This section has books about social changes with information technology and books about computers

• 364.168 – This section has books are about cyber crime (crimes committed via the internet)

• 384.5 – This section has books about wireless communication such as the radio, television, and networks

• 603 – This section has encyclopedias and dictionaries about technology (applied sciences)

• 608 - 609 – These sections have books about inventions. If you are looking for historical information about the invention of the TV, radio, or internet, look here.

• 659 – 659. 19 – These sections have books about advertising in many types of media.

• 794.8 – This section has books about electronic and computer games

Reference Materials to Use: The books with reference stickers cannot be checked out. However, you may make copies of the pages you need in them. Don't forget to copy the title page to use for your works sited page. Here are just a few of the books we have in the reference section that may help you:

• REF 302.23 BAT   Battleground: the Media

• REF 302.2345 HIL   Television in American Society

• REF 609 EVA   They made America: from the steam engine to the search
                            engine: two centuries of innovators

• REF 609 INV   Inventions and inventors

Internet Resources: There are millions of websites with information on media. This can be a great source; however, make sure that the site you use has reliable, credible information. Here are some good sites to look at:

http://www.buzzle.com/articles/types-of-journalism.html - defines the many types of journalism

http://jcmc.indiana.edu/vol13/issue1/boyd.ellison.html - A detailed history of social networking

http://www.nytimes.com/2007/03/03/technology/03social.html - Explains social networks next phase

http://inventors.about.com/od/tstartinventions/a/Television_Time.htm - History of television

http://earlyradiohistory.us/ - A website with links to articles about the history of wireless communication

http://www.isoc.org/internet/history/ - The Internet Society provides historical information of people and events associated with the history of the internet.

http://www.livinginternet.com/ - A website with over 600 links to internet topics

http://historymatters.gmu.edu/mse/ads/amadv.html - History of advertising

http://adage.com/century/timeline/index.html - An easy to follow timeline of advertising history

Fiction Reading: You may want to read a fiction book to supplement your research. Reading fiction books can give you a personal perspective about these media topics. Here are some fiction books about this subject:

Feed by M.T. Anderson

Digital Fortress by Dan Brown

Ender's Game by Orson Scott Card

2001: A Space Odyssey by Arthur C. Clark

Neuromancer by William Gibson

Haze by Kathy Hoopman

TTYL, TTFN, L8R, G8R by Lauren Myracle

User Unfriendly by Vivian Vande Velde