## **Contents**

Guest Editorial – The Success and Failure of Media Education	
David Buckingham	
Full Articles	
Mobile Music Technology and Consumption Practices: A Study of Media Students	
Perceptions of The Apple iPod	20
Melanie Chan	
Next Generation Filmmaking and Media Arts in the Australian Curriculum Michael Dezuanni and Mark David Ryan	33
Research Reports	
Disrupting Familiar Roles: Informal learning in undergraduate documentary	
filmmaking	48
Ross Adamson	•
Ahead of the Game: Enhancing student engagement through contemporary	
modes of delivering learning material	53
John Twycross	
Media literacy – yesterday's 'really important idea'	58
Richard Wallis	
Looking at Digital Ethnography as a Pedagogic Tool: Lessons from a pilot project	62
Peter Westman	
Book Reviews	
The Inner World of Doctor Who	70
Matt Hills	
New Dimensions of Doctor Who: Adventures in Space, Time and Television	72
lain MacRury	

Laughey's Canon	77
Julian McDougall	
Children, Film and Literacy	79
Kate Domaille	

## Call for papers - MERJ 5.1

The Media Education Research Journal invites submissions for a special issue on the Media and Digital Arts in education by the deadline of April 25th 2014.

MERJ offers a forum for the exchange of academic research into media education and pedagogy conducted by academics, practitioners and teachers situated in all sectors and contexts for media education.

This special issue of MERJ is edited by members of the DARE collaborative (www. darecollaborative.net). DARE stands for Digital Arts Research Education, and is an open network or 'collaborative' committed to enabling 'better conversations' about the relationship between the arts, education and the digital environment. We invite articles and reports on the theme of the media/digital arts in the education of young people, both formal and more broadly defined. These may address the following topics:

- Digital film-making.
- · Game-authoring.
- · Comic-book and graphic novel production.
- Critical engagement with the poetics of media texts.
- The relation between the media arts and social media.
- The nature of creativity in media arts production.
- The cultural contexts of media arts work in education.
- The media arts and education policy.
- Media arts and play Media arts production with younger children.
- The media arts and the negotiation of cultural value.
- Multimodality in the media arts.
- The relation between the media arts and other art forms.
- The relationship between creative media arts production and coding, programming and computer science.

The standard MERJ submission conventions apply to this edition. Please refer to these when preparing your article or research report: http://merj.info/submission-guidelines/