



How We Learn

(Media & Technology Across the Lifespan)

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HWL Tracer Bullets

#	Title	Authorship	Date
1.	Where do We Put the Waste?	Feng, F. & Petrina, S.	2000
2.	A Cultural Study and Political Ecology of Nike	Petrina, S.	2001
3.	Communication, Information, and Cybernetics	Petrina, S.	2003
4.	On the Circuit of Nature	Feng, F.	2003
5.	What is Culture?	Petrina, S.	2003/2009
6.	On the Circuit of Culture	Petrina, S.	2003/2010
7.	Quotidian Deconstruction	Feng, F.	2003
8.	Cosmopolitically Speaking	Feng, F. & Petrina, S.	2003
9.	The Problem of (Mis)Representation of the World	Feng, F.	2003
10.	On the Origins of Cyberculture	Petrina, S.	2005
11.	On Black Boxes, Power, and Technological Literacy	Petrina, S. & Helem, R.	2006
12.	2020 Vision— On the Politics of Technology	Petrina, S.	2006
13.	Modes of Learning with Technology	HWL	2006/2011
14.	At the Site of Ourselves: e-Portfolios	Feng, F. & Petrina, S.	2006
15.	Ed tech = tech Ed	Petrina, S.	2006
16.	On Patterning	Feng, F.	2007
17.	Working Definitions	HWL	2007-
18.	e-Motion	HWL	2008-
19.	The Sources of Production	Kim, S. & Petrina, S.	2008
20.	Arts & Crafts-Based Research	HWL	2008
21.	Arts, Crafts & Design-Based Research	HWL	2008
22.	Media & Technology-Based Research	HWL	nd
23.	Humanitas	Feng, F.	2008
24.	Methodologies for Researching Cognition and Technology: Dynamically Responsive Learning Environments	Feng, F. & Petrina, S.	2008
25.	Teaching (Philosophical Statement)	Petrina, S.	2008
26.	Teaching & Technology (Philosophical Statement)	Petrina, S.	2008
27.	Tracking, Mapping, and Framing	Petrina, S.	2008
28.	On the Death of Curriculum	Petrina, S.	2008
29.	Stereotyping Curriculum	Petrina, S.	2008
30.	Inclusive Curriculum	Petrina, S.	2008
31.	Official Curriculum in BC	Petrina, S.	2008
32.	On Currere	Petrina, S.	2008
33.	Afterlifelong Learning	James. K. & Petrina, S.	2009
34.	Cultural Processes	HWL	2009
35.			
36.			
37.	Heidegger's Bremen Club and Freiburg Lectures,	Petrina, S.	2009

HWL Tracer Bullets are research guides with brief introductions to topics, resources, and general strategies for intellectual direction and staying ‘on target’ (based on the concept at the Library of Congress).

	1949-1957		
38.	On Technology and Curriculum	Petrina, S. & Rusnak, PJ	2009
39.	Types of Literacies	HWL	2009
40.	Cultural Processes	HWL	2009-
41.	On (the) Media	Petrina, S.	2010
42.	End of Gaming Literacies : : Postliterate Expediencies	Petrina, S.	2010
43.	The Primacy of Care in Teaching as Knowing as Doing as Being (Philosophical Statement)	Rusnak, PJ	2010
44.	Pressing the Pause Button: Toward a Phenomenology of e-Learning	Petrina, S. & Feng, F.	2010
45.			
46.	Gaming and Gam(e)bling	Rusnak, P. & Petrina, S.	2011
47.	On the Death and Resurrection of Curriculum Design	HWL	2011
48.	On Modalities	HWL	2011
49.	Multiple Realities	HWL	2011
50.	SOUL (Slow Online & Ubiquitous Learning)	Petrina, S. & Feng, F.	2011
51.	Postliterate Machineries	Petrina, S.	2012
52.			
53.			

*See also the HWL Mapping, Framing & Typologies Series, HWL Project Culture Series, HWL Primer series, HWL Module & Mini Course Series, and various publications from the HWL team.