Contents

Series Foreword Preface	ix xi
1 Introduction	1
2 The Eliza Effect	23
3 Computer Game Fictions	41
4 Making Models	81
5 The <i>Tale-Spin</i> Effect	115
6 Character and Author Intelligence	169
7 Authoring Systems	231
8 The SimCity Effect	299
9 Playable Language and Nonsimulative Processes	353
10 Conclusion	411
Afterword	427
References	443
Index	455