Contents

	Notes on Contributors	vii
	Introduction: Cinema/Videogames/Interfaces Geoff King & Tanya Krzywinska	1
1	Technological Pleasure: The Performance and Narrative of Technology in <i>Half-Life</i> and other High-Tech Computer Games <i>Andrew Mactavish</i>	33
2	Die Hard/Try Harder: Narrative, Spectacle and Beyond, from Hollywood to Videogame Geoff King	50
3	Spectacle of the Deathmatch: Character and Narrative in First-Person Shooters Jo Bryce & Jason Rutter	66
4	First-Person Shooters — A Game Apparatus Sue Morris	81
5	Vision and Virtuality: The Construction of Narrative Space in Film and Computer Games Wee Liang Tong & Marcus Cheng Chye Tan	98
6	Watching a Game, Playing a Movie: When Media Collide Sacha A. Howells	110
7	Videogames as Remediated Animation Paul Ward	122
8	What's That Funny Noise? An Examination of the Role of Music in Cool Boarders 2, Alien Trilogy and Medievil 2 David Bessell	136

	Cronenberg's eXistenZ Steve Keane	
10	Run Lara Run Margit Grieb	157
11	Playing with Lara Diane Carr	171
12	'Oh, Grow Up 007': The Performance of Bond and Boyhood in Film and Videogames Derek A. Burrill	181
13	'I Know Kung Fu!': The Martial Arts in the Age of Digital Reproduction Leon Hunt	194
14	Hands-On Horror Tanya Krzywinska	206
	Index	225

145

From Hardware to Fleshware: Plugging into David