

Preface	viii
Introduction: The Double Logic of Remediation	2
I Theory	
1 Immediacy, Hypermediacy, and Remediation	20
2 Mediation and Remediation	52
3 Networks of Remediation	64
II Media	
4 Computer Games	88
5 Digital Photography	104
6 Photorealistic Graphics	114
7 Digital Art	132
8 Film	146
9 Virtual Reality	160
10 Mediated Spaces	168
11 Television	184
12 The World Wide Web	196
13 Ubiquitous Computing	212
14 Convergence	220
III Self	
15 The Remediated Self	230
16 The Virtual Self	242
17 The Networked Self	256
18 Conclusion	266
Glossary	272
References	276
Index	286