

CONTENTS

Preface	xi	Book to E-text <i>Kirstyn Leuner</i>	45
Algorithm <i>Bethany Nowviskie</i>	1	Cave <i>John Cayley</i>	49
Alternate Reality Gaming <i>Nicole Labitzke</i>	4	Cell Phone Novel <i>Larissa Hjorth</i>	52
Analog versus Digital <i>Jake Buckley</i>	7	Characteristics of Digital Media <i>David Columbia</i>	54
Animated Poetry <i>Philippe Bootz</i>	11	Chatterbots <i>Ragnhild Tronstad</i>	59
Animation/Kineticism <i>Brian Kim Stefans</i>	13	Cheats <i>Julian Kücklich</i>	61
Archive <i>Katherine Harris</i>	16	Code <i>Mark C. Marino</i>	64
Artificial Intelligence <i>David Elson</i>	18	Code Aesthetics <i>David M. Berry</i>	69
Artificial Life <i>Simon Penny</i>	23	Cognitive Implications of New Media	72
Augmented Reality <i>Jay David Bolter</i>	30	<i>Anne Mangen and Jean-Luc Velay</i>	
Authoring Systems <i>Judy Malloy</i>	32	Collaborative Narrative <i>Scott Rettberg</i>	78
Avatars <i>Bjarke Liboriussen</i>	37	Collective Intelligence <i>John Duda</i>	80
Biopoetry <i>Eduardo Kac</i>	41	Combinatory and Automatic Text Generation <i>Philippe Bootz and Christopher Funkhouser</i>	83
Blogs <i>Ruth Page</i>	42	Computational Linguistics <i>Inderjeet Mani</i>	85

	Conceptual Writing	89	Early Digital Art and Writing (Pre-1990)	162
	<i>Darren Wershler</i>		<i>Christopher Funkhouser</i>	
	Copyright	90	Easter Eggs	165
	<i>Benjamin J. Robertson</i>		<i>Laine Nooney</i>	
	Critical Editions in the Digital Age	94	E-books	166
	<i>Claire Clivaz and David Hamidović</i>		<i>Johanna Drucker</i>	
	Critical Theory	98	Electronic Literature	169
	<i>David Golumbia</i>		<i>Scott Rettberg</i>	
vi	Crowdsourcing	103	Electronic Literature Organization	174
Contents	<i>Klaus-Peter Speidel</i>		<i>Marjorie Luesebrink</i>	
	Cut Scenes	106	E-mail Novel	178
	<i>Rune Klevjer</i>		<i>Jill Walker Rettberg</i>	
	Cyberfeminism	107	Emergence	179
	<i>Kate Mondloch</i>		<i>Ragnhild Tronstad</i>	
	Cybernetics	109	Ethics in Digital Media	183
	<i>Bernard Geoghegan and Benjamin Peters</i>		<i>Charles Ess</i>	
	Cyberpunk	113	Fan Fiction	188
	<i>Lisa Swanstrom</i>		<i>Karen Hellekson</i>	
	Cyberspace	118	Film and Digital Media	191
	<i>Marie-Laure Ryan</i>		<i>Jens Eder</i>	
	Cyborg and Posthuman	121	Flarf	197
	<i>Raine Koskimaa</i>		<i>Darren Wershler</i>	
	Data	125	Flash/Director	198
	<i>Matthew Fuller</i>		<i>Brian Kim Stefans</i>	
	Database	127	Free and Open-Source Software	199
	<i>Christiane Paul</i>		<i>Luis Felipe Rosado Murillo</i>	
	Dialogue Systems	130	Game Genres	203
	<i>Jichen Zhu</i>		<i>Andreas Rauscher</i>	
	Digital and Net Art	133	Game History	206
	<i>Roberto Simanowski</i>		<i>Henry Lowood</i>	
	Digital Fiction	138	Game Theory	212
	<i>Maria Engberg</i>		<i>Travis L. Ross</i>	
	Digital Humanities	143	Gameplay	216
	<i>Matthew K. Gold</i>		<i>Jesper Juul</i>	
	Digital Installation Art	149	Games and Education	217
	<i>Kate Mondloch</i>		<i>Brian Magerko</i>	
	Digital Poetry	155		
	<i>Leonardo Flores</i>			

Games as Art/Literature <i>David Ciccoricco</i>	220	Interactive Narrative <i>Marie-Laure Ryan</i>	292	
Games as Stories <i>David Ciccoricco</i>	224	Interactive Television <i>Jens Jensen</i>	298	
Gender and Media Use <i>Ruth Page</i>	228	Interactivity <i>Peter Mechant and Jan Van Looy</i>	302	
Gender Representation <i>Kim Knight</i>	232	Interface <i>Carl Therrien</i>	305	
Glitch Aesthetics <i>Lori Emerson</i>	235	Language Use in Online and Mobile Communication <i>Naomi S. Baron</i>	309	vii Contents
Graph Theory <i>Marie-Laure Ryan</i>	237	Life History <i>Ruth Page</i>	313	
Graphic Realism <i>Rune Klevjer</i>	241	Linking Strategies <i>Susana Pajares Tosca</i>	316	
Hacker <i>E. Gabriella Coleman</i>	245	Location-Based Narrative <i>Scott Ruston</i>	318	
History of Computers <i>Jussi Parikka</i>	249	Ludus and Paidia <i>Marie-Laure Ryan</i>	321	
Hoaxes <i>Jill Walker Rettberg</i>	255	Machinima <i>Michael Nitsche</i>	323	
Holopoetry <i>Eduardo Kac</i>	257	Markup Languages <i>Kirstyn Leuner</i>	324	
Hypertextuality <i>Astrid Ensslin</i>	258	Mashup <i>Benjamin J. Robertson</i>	326	
Identity <i>Steven Edward Doran</i>	266	Materiality <i>Anna Munster</i>	327	
Immersion <i>Jan-Noël Thon</i>	269	Media Ecology <i>Michael Goddard</i>	331	
Independent and Art Games <i>Celia Pearce</i>	273	Mediality <i>Jan-Noël Thon</i>	334	
Interactive Cinema <i>Glorianna Davenport</i>	278	Mobile Games <i>Anastasia Salter</i>	337	
Interactive Documentary <i>Sandra Gaudenzi</i>	282	MUDs and MOOs <i>Torill Mortensen</i>	341	
Interactive Drama <i>Brian Magerko</i>	284	Music <i>Aden Evens</i>	344	
Interactive Fiction <i>Emily Short</i>	289			

	Narrativity	351	Reading Strategies	420
	<i>Jan-Noël Thon</i>		<i>Adalaide Morris</i>	
	Networking	355	Relations between Media	424
	<i>Mark Nunes</i>		<i>Philipp Schweighauser</i>	
	N-gram	358	Remediation	427
	<i>John Cayley</i>		<i>Jay David Bolter</i>	
	Nonlinear Writing	360	Remix	429
	<i>Astrid Ensslin</i>		<i>Aaron Angello</i>	
viii	NPC (Nonplayer Character)	363	Role-Playing Games	433
Contents	<i>Ragnhild Tronstad</i>		<i>Olivier Caïra and Susana Pajares Tosca</i>	
	Old Media / New Media	365	Sampling	438
	<i>Jessica Pressman</i>		<i>Benjamin J. Robertson</i>	
	Online Game Communities	367	Search	440
	<i>Celia Pearce</i>		<i>Yuk Hui</i>	
	Online Worlds	372	Searle's Chinese Room	443
	<i>Lisbeth Klastrup</i>		<i>Inderjeet Mani</i>	
	Ontology (in Games)	378	Self-Reflexivity in Electronic Art	445
	<i>Jose Zagal</i>		<i>Winfried Nöth</i>	
	Participatory Culture	382	Semantic Web	449
	<i>Melissa Brough</i>		<i>Axel-Cyrille Ngonga Ngomo</i>	
	Performance	388	Simulation	452
	<i>Ragnhild Tronstad</i>		<i>Gonzalo Frasca</i>	
	Platform	393	Social Network Sites (SNSs)	455
	<i>Nick Montfort and Ian Bogost</i>		<i>Olga Goriunova and Chiara Bernardi</i>	
	Plot Types and Interactivity	395	Software Studies	463
	<i>Marie-Laure Ryan</i>		<i>Matthew Fuller</i>	
	Politics and New Media	399	Sound	467
	<i>Joss Hands</i>		<i>Aaron Angello</i>	
	Preservation	403	Spatiality of Digital Media	470
	<i>Matthew Kirschenbaum</i>		<i>Marie-Laure Ryan</i>	
	Procedural	407	Story Generation	474
	<i>Jonathan Lessard</i>		<i>Pablo Gervás</i>	
	Quest Narrative	409	Storyspace	477
	<i>Ragnhild Tronstad</i>		<i>Anja Rau</i>	
	Race and Ethnicity	413	Subversion (Creative Destruction)	478
	<i>Kim Knight</i>		<i>Davin Heckman</i>	
	Randomness	417	Temporality of Digital Works	482
	<i>Marie-Laure Ryan</i>		<i>John David Zuern</i>	

Transmedial Fiction	486	Virtuality	514
<i>Christy Dena</i>		<i>Michael Heim</i>	
Turing Test	490	Walkthrough	520
<i>Ragnhild Tronstad</i>		<i>Frederik De Grove and Jan Van Looy</i>	
Twitter, Tumblr, and Microblogging	492	Web Comics	521
<i>Brian Croxall</i>		<i>Karin Kukkonen</i>	
Video	497	Wiki Writing	524
<i>Patrick Vonderau</i>		<i>Seth Perlow</i>	
Viral Aesthetics	500	Windows	525
<i>Jussi Parikka</i>		<i>Jay David Bolter</i>	ix
Virtual Bodies	503	Word-Image	526
<i>Marco Caracciolo</i>		<i>Maria Engberg</i>	
Virtual Economies	506	Worlds and Maps	530
<i>Edward Castronova and Travis L. Ross</i>		<i>Bjarke Liboriussen</i>	
Virtual Reality	510	Writing under Constraint	533
<i>Ken Hillis</i>		<i>Anastasia Salter</i>	
		List of Contributors	537
			Contents