

CONTENTS

<i>Acknowledgements</i>	vii
<i>Biographies of Co-Authors</i>	ix
Introduction	1
Histories	
1 The Obscure Objects of Object Orientation <i>with Andrew Goffey</i>	15
2 Abstract Urbanism <i>with Graham Harwood</i>	37
Entities	
3 Software Studies Methods	55
4 Big Diff, Granularity, Incoherence and Production in the Github Software Repository <i>with Andrew Goffey, Adrian Mackenzie, Richard Mills and Stuart Sharples</i>	69
5 The Author Field <i>with Nikita Mazurov and Dan McQuillan</i>	86
Aesthetics	
6 Always One Bit More: Computing and the Experience of Ambiguity	113

HOW TO BE A GEEK

7	Computational Aesthetics <i>with M. Beatrice Fazi</i>	132
8	Phrase <i>with Olga Goriunova</i>	155
9	Feral Computing: From Ubiquitous Calculation to Wild Interactions <i>with Sónia Matos</i>	167
10	Just Fun Enough To Go Completely Mad About: On Games, Procedures and Amusement	191
Powers		
11	Black Sites and Transparency Layers	207