

CONTENTS

<i>Contributors</i>	vii
<i>Acknowledgements</i>	x
Foreword <i>Michael Marshall Smith</i>	xi
1 Lost in space <i>James Kneale and Rob Kitchen</i>	1
2 The way it wasn't: alternative histories, contingent geographies <i>Barney Warf</i>	17
3 Geography's conquest of history in <i>The Diamond Age</i> <i>Michael Longan and Tim Oakes</i>	39
4 Space, technology and Neal Stephenson's science fiction <i>Michelle Kendrick</i>	57
5 Geographies of power and social relations in Marge Piercy's <i>He, She and It</i> <i>Barbara J. Morehouse</i>	74
6 The subjectivity of the near future: geographical imaginings in the work of J. G. Ballard <i>Jonathan S. Taylor</i>	90
7 Tuning the self: city space and SF horror movies <i>Stuart C. Aitken</i>	104
8 Science fiction and cinema: the hysterical materialism of pataphysical space <i>Paul Kingsbury</i>	123

9	An invention without a future, a solution without a problem: motor pirates, time machines and drunkenness on the screen <i>Marcus A. Doel and David B. Clarke</i>	136
10	What we can say about nature: familiar geographies, science fiction and popular physics <i>Sheila Hones</i>	156
11	Murray Bookchin on Mars! The production of nature in Kim Stanley Robinson's Mars trilogy <i>Shaun Huston</i>	167
12	In the belly of the monster: Frankenstein, food, factishes and fiction <i>Nick Bingham</i>	180
	<i>References</i>	193
	<i>Index</i>	209