

CONTENTS

Acknowledgments ix

Introduction 1

1 The Avant-Garde Plays 19

2 Action, Participation, and the Digital Avant-Garde 59

3 Cybernetic Ecologies of Art and Counterculture 99

4 Gaming Electronic Civil Disobedience 142

5 A Dreampolitik of Persuasive and Other Queer Games 184

Conclusion: Unfinished Processes 230

References 237

Index 257