

Contents

Opening remarks (Dieter Mersch)	9
Preface to this edition	11
GoldenEye 007.....	12
Theoretical motivations	13
Fiction?.....	16
Avatar theory	17
Everyday virtuality	18
Acknowledgments to the original edition	20
Chapter 1: Introduction	21
Chapter 2: Simulations, games and make-believe	27
Procedural representation.....	27
The worlds of play.....	28
Contest versus mimesis.....	31
World as the diegetic	32
Mimesis as Make-Believe	34
Fictional subjectivity: fiction as simulation	36
Work worlds.....	38
A prop-centred approach.....	40
Recentring	40
The paradox of play	44
Chapter 3: Computer game fiction	49
First-person experience	49
Cybertext	53
Ludology	56
Textplay	58
Half-Real.....	60
A critical approach to the rules perspective.....	64
The cursor theory	69

The immersive fallacy?	73
Avatars: the 3-layer model.....	76
The role of the computer	79
Chapter 4: The model and the avatar	81
Mental and perceptual simulations	81
The prop as model	83
Instrumental make-believe	85
Gestural simulations	87
Fiction versus simulation?	88
The avatar.....	93
The avatar and the body	94
Chapter 5: The simulator	103
Second-order simulations.....	105
The loop of communion	107
The system simulator	108
The 'world' of the game.....	109
3 principles of realistic agency.....	110
Environments versus automatons	116
Computer game worldness	119
Chapter 6: The computer game avatar	121
Character	121
Tangible (information) spaces	122
Miniature worlds	125
The screen-based avatar	128
The instrument	131
The avatar revisited.....	134
Four genres of the singleplayer computer game	135
The gameworld and the contest.....	140
Avatarial learning and role playing	144
Chapter 7: 2D/3D.....	147
The extended avatar	147
The subjective avatar	149
The avatarial configuration.....	154
Relative independence.....	157
3D Sound space	160
Continuous interfaces.....	162
Mouselook	165

Rumble.....	167
The 3D avatar defined.....	168
Self-contained fictions	170
Chapter 8: The avatarial camera.....	173
The simulated camera	174
Synthetic realism.....	175
Immediacy and hypermediacy	178
Virtual mobility and navigable space	179
Navigable space as interface.....	183
Realistic embodiment	186
Concretised abstraction versus cinematic naturalism	189
Functional realism	192
The paradigm of Virtual Reality.....	193
Virtual Reality versus the avatar	196
Panoramic versus vehicular vision	199
Negative agency	204
Vertiginous machines	206
Steadicam.....	209
The filmic camera.....	212
Cinematic space as gameworld	213
Conclusion.....	215
Afterword (Stephan Günzel, Jörg Sternagel, Dieter Mersch).....	219
Bibliography	227