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CYBERTEXT

PERSPECTIVES ON ERGODIC LITERATURE

JHU Press **Do the rapidly expanding genres of digital literature mean that the narrative mode--novels, films, television drama--is losing its dominant position in our culture? Author Espen Aarseth eases our fears of literary loss (at least temporarily) by pointing out that electronic text requires an interactive response to generate a literary sequence. Where's the fun if you have to write your own ending? 21 illustrations.**

CYBERTEXT YEARBOOK

LUDONARRATIVE SYNCHRONICITY IN THE 'BIOSHOCK' TRILOGY

Springer Nature **This book presents a new methodology, ludonarrative synchronicity, to analyze the interplay between narrative and gameplay in video games. Using the BioShock franchise as a case study, this book aims to show the interaction of these two elements can form various subjects. Rather than prioritizing one over the other, ludonarrative synchronicity seeks to explore how video game texts function. By analyzing a trio of games focused on choice and control, this book manages to show how players, along with developers, can create their own subjects. Ludonarrative Synchronicity in the BioShock Trilogy will appeal not only to fans of the franchise, but to students and scholars of**

narrative theory, game design, and posthumanism.

THE SCIENCE FICTION DIMENSIONS OF SALMAN RUSHDIE

McFarland This book focuses on the science fictional dimensions of Rushdie's later novels, *Fury*, *The Ground Beneath Her Feet*, *Shalimar the Clown* and *Luka and the Fire of Life*, and Rushdie's first unpublished novel, *The Antagonist*, to show how the author's oeuvre moves towards a more consistent engagement with science fiction as a generic form and an ideological investment. The author demonstrates how Rushdie recreates personal and national histories in a science fictional setting and mode, and contends that the failure of his first novel *Grimus* may have led Rushdie away from SF for some time, although he returns to it with a much firmer conviction and a much stronger voice in his later novels, showing his commitment to this imaginative form which he describes in *Fury* as providing "the best popular vehicle ever devised for the novel of ideas and metaphysics." The science fictional mode is the most appropriate vehicle for expressing these thematic and ideological concerns and the organizing feature of Rushdie's oeuvre. The author rereads the later novels in light of recent critical engagement with SF as a vehicle for reimagining national histories and as a potentially subversive tool for social and political engagement in a fictional realm.

THE AESTHETICS OF NET LITERATURE

WRITING, READING AND PLAYING IN PROGRAMMABLE MEDIA

transcript Verlag During recent years, literary texts in electronic and networked media have been a focal point of literary scholarship, using varying terminology. In this book, the contributions of internationally renowned scholars and authors from Germany, USA, France, Finland, Spain and Switzerland review the ruptures and upheavals of literary communication within this context. The articles in the book focus on questions such as: In which literary projects can we discover a new quality of literariness? What are the terminological and methodological means to examine these literatures? How can we productively link the logics of the play of literary texts and their reception in the reading process? What is the relationship of literary writing and programming? With contributions by Jean-Pierre Balpe, Susanne Berkenheger, Friedrich W. Block, Philippe Bootz, Laura Borràs Castanyer, Markku Eskelinen, Frank Furtwängler, Peter Gendolla, Loss Pequeño Glazier, Fotis Jannidis, Thomas Kamphusmann, Mela Kocher, Marie-Laure Ryan, Jürgen Schäfer, Roberto Simanowski and Noah Wardrip-Fruin.

GAME MAGIC

A DESIGNER'S GUIDE TO MAGIC SYSTEMS IN THEORY AND PRACTICE

CRC Press **Make More Immersive and Engaging Magic Systems in Games** *Game Magic: A Designer's Guide to Magic Systems in Theory and Practice* explains how to construct magic systems and presents a compendium of arcane lore, encompassing the theory, history, and structure of magic systems in games and human belief. The author combines rigorous scholarly analysis with practical game design advice in the form of a magical recipe book (grimoire). The book gives you an in-depth understanding of the history and structure of magic to make your games richer and deeper. It shows how to set up tables of correspondences and spell components as well as how to write programming code integrating these components as part of game mechanics. It also illustrates how to divide a simulated world into domains of influence (such as alteration, conjuration, and necromancy) and how to use specific rule systems to simulate powers within these realms. Showing you how to weave compelling magic into your games, the book is interspersed with examples that illustrate how to design and program magic systems. Working examples are available for download on a supporting website.

EX-FOLIATIONS

READING MACHINES AND THE UPGRADE PATH

U of Minnesota Press **Terry Harpold** offers a sophisticated consideration of technologies of reading in the digital age.

DOING DIGITAL HUMANITIES

PRACTICE, TRAINING, RESEARCH

Routledge **Digital Humanities** is rapidly evolving as a significant approach to/method of teaching, learning and research across the humanities. This is a first-stop book for people interested in getting to grips with digital humanities whether as a student or a professor. The book offers a practical guide to the area as well as offering reflection on the main objectives and processes, including: Accessible introductions of the basics of Digital Humanities through to more complex ideas A wide range of topics from feminist Digital Humanities, digital journal publishing, gaming, text

encoding, project management and pedagogy Contextualised case studies Resources for starting Digital Humanities such as links, training materials and exercises Doing Digital Humanities looks at the practicalities of how digital research and creation can enhance both learning and research and offers an approachable way into this complex, yet essential topic.

MICROCOMPUTER MARKET PLACE

CANONIZING HYPERTEXT

EXPLORATIONS AND CONSTRUCTIONS

A&C Black This innovative monograph focuses on a contemporary form of computer-based literature called 'literary hypertext', a digital, interactive, communicative form of new media writing. Canonizing Hypertext combines theoretical and hermeneutic investigations with empirical research into the motivational and pedagogic possibilities of this form of literature. It focuses on key questions for literary scholars and teachers: How can literature be taught in such a way as to make it relevant for an increasingly hypermedia-oriented readership? How can the rapidly evolving new media be integrated into curricula that still seek to transmit 'traditional' literary competence? How can the notion of literary competence be broadened to take into account these current trends? This study, which argues for hypertext's integration in the literary canon, offers a critical overview of developments in hypertext theory, an exemplary hypertext canon and an evaluation of possible classroom applications.

PLANNING AND STRUCTURING USER ASSISTANCE

HOW TO ORGANIZE USER MANUALS, ONLINE HELP SYSTEMS, AND OTHER FORMS OF USER ASSISTANCE IN A USER-FRIENDLY, EASILY ACCESSIBLE WAY

Indoition Publishing E.K. Even the best information is worthless if users can't find it. Providing user-friendly structure and navigation is just as important as providing well-written content. However, structuring user assistance isn't as simple and obvious as it may seem. If you think that your document structure should follow the structure of your product's components and functions: You're wrong. If you think that the type of document that you prefer is the same type of document that your clients prefer: You're wrong. If you think that all the information that you have is important: You're

also wrong. This book tells you how to structure, index, and link your documents so that readers actually find the information that your documents contain. Topics covered: General structuring principles that all structural decisions have in common. Choosing media: Should you provide a printed or printable user manual (PDF), online help, or both? What information should go into the user manual, and what information should go into online help? Which help format should you use? Can context-sensitive help calls be implemented? Should you provide interactive features and social features? Planning documents: Should you put all information into one document, or should you supply several user manuals for specific purposes and user groups? How should you name your documents? Planning document sections: What are the major sections that your documents should consist of? Are there any standard sections that you shouldn't forget? Planning topics: What types of information do your clients need? How should you build and name the individual topics within the document? Planning the order of sections and topics: How should you organize the sections and topics within your documents? What comes first? What comes later? Planning navigation: Which navigational devices should you provide in printed documents and in online help systems? Where should you provide links or cross-references and where not? Audience: Technical writers Developers Marketing professionals Product managers

THE POLISH HUMBOLDTIAN UNIVERSITY IN THE FACE OF PARADIGMATIC CHANGE

Cambridge Scholars Publishing The Polish university is based on the Humboldt model, and can serve as a typical example of liberal education throughout Central and Eastern Europe. This book portrays an institution resistant to change and defying all attempts at reform. Currently, it is attempting to retain its identity with no regard to the rapidly changing world of science, culture and communication technologies that surrounds it. The absolute power of the professor, excessive administration and feudal subordination mean that such universities have lost touch with the local environment, and have become a factory for graduates with a random education. Power games and resentment have replaced the search for scientific truth, which in turn means that such institutions are practically invisible in the rankings, because of the lack of significant achievements. This situation has led to proposal here of a redefinition of the function of the university, based on a thorough analysis of needs of all its various groups of stakeholders.

CYBERTEXT POETICS

THE CRITICAL LANDSCAPE OF NEW MEDIA LITERARY THEORY

Bloomsbury Publishing USA Equally interested in what is and what could be, *Cybertext Poetics* combines ludology and

cybertext theory to solve persistent problems and introduce paradigm changes in the fields of literary theory, narratology, game studies, and digital media. The book first integrates theories of print and digital literature within a more comprehensive theory capable of coming to terms with the ever-widening media varieties of literary expression, and then expands narratology far beyond its current confines resulting in multiple new possibilities for both interactive and non-interactive narratives. By focusing on a cultural mode of expression that is formally, cognitively, affectively, socially, aesthetically, ethically and rhetorically different from narratives and stories, *Cybertext Poetics* constructs a ludological basis for comparative game studies, shows the importance of game studies to the understanding of digital media, and argues for a plurality of transmedial ecologies. >

BORGES 2.0

FROM TEXT TO VIRTUAL WORLDS

Peter Lang **Borges 2.0: From Text to Virtual Worlds** analyzes Jorge Luis Borges's «The Library of Babel», «The Garden of Forking Paths», and «The Intruder» from a tripartite perspective that encompasses literature, science, and technology. This book underscores developments in chaos theory during the 1980s and their intricate connections with Borges's works and the digital world. Without losing sight of this critical framework, this study also takes into account Deleuze and Guattari's rhizome theory and Umberto Eco's theory on labyrinths. *Borges 2.0* is unique in its analysis of how *Borgesian* texts relate to science and technology at the same time that science and the virtual world illuminate *Borges's* texts to provide a new reading of his work.

HISTORIA LUDENS

THE PLAYING HISTORIAN

Routledge This book aims to further a debate about aspects of "playing" and "gaming" in connection with history. Reaching out to academics, professionals and students alike, it pursues a dedicated interdisciplinary approach. Rather than only focusing on how professionals could learn from academics in history, the book also ponders the question of what academics can learn from gaming and playing for their own practice, such as gamification for teaching, or using "play" as a paradigm for novel approaches into historical scholarship. "Playing" and "gaming" are thus understood as a broad cultural phenomenon that cross-pollinates the theory and practice of history and gaming alike.

FICTIONALITY, FACTUALITY, AND REFLEXIVITY ACROSS DISCOURSES AND MEDIA

Walter de Gruyter GmbH & Co KG Concerned with the nature of the medium and the borders between fact and fiction, reflexivity was a ubiquitous feature of modernist and postmodernist literature and film. While in the wake of the post-postmodern “return to the real” cultural criticism has little time for discussions of reflexivity, it remains a key topic in narratology, as does fictionality. The latter is commonly defined opposition to the real and the factual, but remains conditioned by historical, cultural, discursive, and medium-related factors. Reflexivity blurs the boundaries between fact and fiction, however, by giving fiction a factual edge or by questioning the limits of factuality in non-fictional discourses. Fictionality, factuality, and reflexivity thus constitute a complex triangle of concepts, yet they are rarely considered together. This volume fills this gap by exploring the intricacies of their interactions and interdependence in philosophy, literature, film, and digital media, providing insights into a broad range of their manifestations from the ancient times to today, from East Asia through Europe to the Americas.

READING MOVING LETTERS

DIGITAL LITERATURE IN RESEARCH AND TEACHING. A HANDBOOK

transcript Verlag »Digital media« is increasingly finding its way into the discussions of the humanities classroom. But while there is a number of grand theoretical texts about digital literature there as yet is little in the way of resources for discussing the down-to-earth practices of research, teaching, and curriculum necessary for this work to mature. This book presents contributions by scholars and teachers from different countries and academic environments who articulate their approach to the study and teaching of digital literature and thus give a broader audience an idea of the state-of-the-art of the subject matter also in international comparison.

FRONTIERS OF LANGUAGE AND TEACHING, VOL.2: PROCEEDINGS OF THE 2011 INTERNATIONAL ONLINE LANGUAGE CONFERENCE (IOLC 2011)

Universal-Publishers

THE JOHNS HOPKINS GUIDE TO DIGITAL MEDIA

JHU Press The study of what is collectively labeled “New Media”—the cultural and artistic practices made possible by

digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

FILM THEORY AND CONTEMPORARY HOLLYWOOD MOVIES

Routledge Film theory no longer gets top billing or plays a starring role in film studies today, as critics proclaim that theory is dead and we are living in a post-theory moment. While theory may be out of the limelight, it remains an essential key to understanding the full complexity of cinema, one that should not be so easily discounted or discarded. In this volume, contributors explore recent popular movies through the lens of film theory, beginning with industrial-economic analysis before moving into a predominately aesthetic and interpretive framework. The Hollywood films discussed cover a wide range from 300 to Fifty First Dates, from Brokeback Mountain to Lord of the Rings, from Spider-Man 3 to Fahrenheit 9/11, from Saw to Raiders of the Lost Ark, and much more. Individual essays consider such topics as the rules that govern new blockbuster franchises, the ‘posthumanist realism’ of digital cinema, video game adaptations, increasingly restricted stylistic norms, the spatial stories of social networks like YouTube, the mainstreaming of queer culture, and the cognitive paradox behind enjoyable viewing of traumatic events onscreen. With its cast of international film scholars, Film Theory and Contemporary Hollywood Movies demonstrates the remarkable contributions theory can offer to film studies and moviegoers alike.

FANTASTIC TRANSMEDIA

NARRATIVE, PLAY AND MEMORY ACROSS SCIENCE FICTION AND FANTASY STORYWORLDS

Springer Contemporary culture is packed with fantasy and science fiction storyworlds extending across multiple media platforms. This book explores the myriad ways in which imaginary worlds use media like films, novels, videogames, comic books, toys and increasingly user-generated content to captivate and energise contemporary audiences.

AN INTRODUCTION TO GAME STUDIES

SAGE An Introduction to Game Studies is the first introductory textbook for students of game studies. It provides a conceptual overview of the cultural, social and economic significance of computer and video games and traces the history of game culture and the emergence of game studies as a field of research. Key concepts and theories are illustrated with discussion of games taken from different historical phases of game culture. Progressing from the simple, yet engaging gameplay of Pong and text-based adventure games to the complex virtual worlds of contemporary online games, the book guides students towards analytical appreciation and critical engagement with gaming and game studies. Students will learn to: - Understand and analyse different aspects of phenomena we recognise as 'game' and 'play' - Identify the key developments in digital game design through discussion of action in games of the 1970s, fiction and adventure in games of the 1980s, three-dimensionality in games of the 1990s, and social aspects of gameplay in contemporary online games - Understand games as dynamic systems of meaning-making - Interpret the context of games as 'culture' and subculture - Analyse the relationship between technology and interactivity and between 'game' and 'reality' - Situate games within the context of digital culture and the information society With further reading suggestions, images, exercises, online resources and a whole chapter devoted to preparing students to do their own game studies project, *An Introduction to Game Studies* is the complete toolkit for all students pursuing the study of games. The companion website at www.sagepub.co.uk/mayra contains slides and assignments that are suitable for self-study as well as for classroom use. Students will also benefit from online resources at www.gamestudiesbook.net, which will be regularly blogged and updated by the author. Professor Frans Mäyrä is a Professor of Games Studies and Digital Culture at the Hypermedia Laboratory in the University of Tampere, Finland.

UNDERSTANDING CRYPTOGRAPHY

A TEXTBOOK FOR STUDENTS AND PRACTITIONERS

Springer Science & Business Media Cryptography is now ubiquitous - moving beyond the traditional environments, such as government communications and banking systems, we see cryptographic techniques realized in Web browsers, e-mail programs, cell phones, manufacturing systems, embedded software, smart buildings, cars, and even medical implants. Today's designers need a comprehensive understanding of applied cryptography. After an introduction to cryptography

and data security, the authors explain the main techniques in modern cryptography, with chapters addressing stream ciphers, the Data Encryption Standard (DES) and 3DES, the Advanced Encryption Standard (AES), block ciphers, the RSA cryptosystem, public-key cryptosystems based on the discrete logarithm problem, elliptic-curve cryptography (ECC), digital signatures, hash functions, Message Authentication Codes (MACs), and methods for key establishment, including certificates and public-key infrastructure (PKI). Throughout the book, the authors focus on communicating the essentials and keeping the mathematics to a minimum, and they move quickly from explaining the foundations to describing practical implementations, including recent topics such as lightweight ciphers for RFIDs and mobile devices, and current key-length recommendations. The authors have considerable experience teaching applied cryptography to engineering and computer science students and to professionals, and they make extensive use of examples, problems, and chapter reviews, while the book's website offers slides, projects and links to further resources. This is a suitable textbook for graduate and advanced undergraduate courses and also for self-study by engineers.

VIDEO GAMES AND COMEDY

Springer Nature **Video Games and Comedy** is the first edited volume to explore the intersections between comedy and video games. This pioneering book collects chapters from a diverse group of scholars, covering a wide range of approaches and examining the relationship between video games, humour, and comedy from many different angles. The first section of the book includes chapters that engage with theories of comedy and humour, adapting them to the specifics of the video game medium. The second section explores humour in the contexts, cultures, and communities that give rise to and spring up around video games, focusing on phenomena such as in-jokes, player self-reflexivity, and player/fan creativity. The third section offers case studies of individual games or game series, exploring the use of irony as well as sexual and racial humour in video games.

UNIT OPERATIONS

AN APPROACH TO VIDEOGAME CRITICISM

MIT Press In **Unit Operations**, Ian Bogost argues that similar principles underlie both literary theory and computation, proposing a literary-technical theory that can be used to analyze particular videogames. Moreover, this approach can be applied beyond videogames: Bogost suggests that any medium—from videogames to poetry, literature, cinema, or art—can be read as a configurative system of discrete, interlocking units of meaning, and he illustrates this method of

analysis with examples from all these fields. The marriage of literary theory and information technology, he argues, will help humanists take technology more seriously and help technologists better understand software and videogames as cultural artifacts. This approach is especially useful for the comparative analysis of digital and nondigital artifacts and allows scholars from other fields who are interested in studying videogames to avoid the esoteric isolation of "game studies." The richness of Bogost's comparative approach can be seen in his discussions of works by such philosophers and theorists as Plato, Badiou, Žižek, and McLuhan, and in his analysis of numerous videogames including Pong, Half-Life, and Star Wars Galaxies. Bogost draws on object technology and complex adaptive systems theory for his method of unit analysis, underscoring the configurative aspects of a wide variety of human processes. His extended analysis of freedom in large virtual spaces examines Grand Theft Auto 3, The Legend of Zelda, Flaubert's Madame Bovary, and Joyce's Ulysses. In *Unit Operations*, Bogost not only offers a new methodology for videogame criticism but argues for the possibility of real collaboration between the humanities and information technology.

FORGETFUL MUSES

READING THE AUTHOR IN THE TEXT

University of Toronto Press How can we understand and analyze the primarily unconscious process of writing? In this groundbreaking work of neuro-cognitive literary theory, Ian Lancashire maps the interplay of self-conscious critique and unconscious creativity. *Forgetful Muses* shows how a writer's own 'anonymous,' that part of the mind that creates language up to the point of consciousness, is the genesis of thought. Those thoughts are then articulated by an author's inner voice and become subject to critique by the mind's 'reader-editor.' The 'reader-editor' engages with the 'anonymous,' which uses this information to formulate new ideas. Drawing on author testimony, cybernetics, cognitive psychology, corpus linguistics, text analysis, the neurobiology of mental aging, and his own experiences, Lancashire's close readings of twelve authors, including Caedmon, Chaucer, Coleridge, Joyce, Christie, and Atwood, serve to illuminate a mystery we all share.

UNDERSTANDING MINECRAFT

ESSAYS ON PLAY, COMMUNITY AND POSSIBILITIES

McFarland Since its official release in 2011, Minecraft has sold over 48 million copies across all gaming platforms. The

premise of Minecraft is simple: destroy, collect, build and interact in a world made entirely of colored cubes. Unlike Lego blocks or other construction toys, Minecraft's digital play space allows for virtually limitless creation without the cost and limitations of physical building materials. Developer Mojang's generous policies toward modification and other uses of their intellectual property also engender enthusiasm and creativity from fans who make music, art and animation inspired by the software. The first essays in this collection cover Minecraft's origins, describing its relationship to other video games and toys and examining the learning models implicit in its design. Later essays describe and theorize the various ways players interact with the software, which simultaneously presents them with structural constraints and limitless possibilities. NOT OFFICIAL MINECRAFT PRODUCT. NOT APPROVED BY OR ASSOCIATED WITH MOJANG.

HANDBOOK OF RESEARCH ON EFFECTIVE ELECTRONIC GAMING IN EDUCATION

IGI Global "This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

INSTRUCTIONAL DESIGN: CONCEPTS, METHODOLOGIES, TOOLS AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS AND APPLICATIONS

IGI Global Successful educational programs are often the result of pragmatic design and development methodologies that take into account all aspects of the educational and instructional experience. *Instructional Design: Concepts, Methodologies, Tools and Applications* presents a complete overview of historical perspectives, new methods and applications, and models in instructional design research and development. This three-volume work covers all fundamental strategies and theories and encourages continued research in strengthening the consistent design and reliable results of educational programs and models.

ENCYCLOPEDIA OF LIBRARY AND INFORMATION SCIENCE

VOLUME 72: SUPPLEMENT 35

CRC Press This supplement covers topics ranging from academic library funding to visual information querying.

DUAL WIELD

THE INTERPLAY OF POETRY AND VIDEO GAMES

Walter de Gruyter GmbH & Co KG In recent years, poetry and video games have begun talking to - and taking from - one another in earnest. Poets, ever in pursuit of meaning, now draw inspiration from digital-interactive fantasy worlds, while video game developers aim to enrich their creations by imbuing them with poetic depth. This book investigates the phenomena of poem-game hybrids and other forms of poetic-ludic interplay, making use of both a multidisciplinary critical approach and the author's own experiments in building and testing hybrid artefacts. What emerges is the suggestion of a future where reading and playing are no longer seen as separate endeavours, where the quests for sensory pleasure and philosophic insight are one and the same.

NARRATIVE NEGOTIATIONS

INFORMATION STRUCTURES IN LITERARY FICTION

Vandenhoeck & Ruprecht Originally presented as the author's thesis (doctoral)--University, Copenhagen, 2008.

DIGITAL NARRATIVE SPACES

AN INTERDISCIPLINARY EXAMINATION

Routledge There is a broad consensus that digital narrative is "spatial," but what this critical term means and how it is used varies greatly depending on the discipline from which it is approached. *Digital Narrative Spaces* brings together essays by prominent scholars in electronic literature and other forms of digital authorship to explore the relationship between story and space across these disciplines. This volume includes an introduction with Marie-Laure Ryan's typology of space, followed by thought-provoking individual chapters which explore innovative explorations of electronic literature, locative media, literary tourism, and the mapping of real-world literary spaces. The collection closes with an essay analyzing continuities and discontinuities in theory of space across the chapters. This volume will provide an important framework for establishing a dialogue across disciplines and future scholarship in these fields.

THE VIDEO GAME THEORY READER

Routledge In the early days of Pong and Pac Man, video games appeared to be little more than an idle pastime. Today, video games make up a multi-billion dollar industry that rivals television and film. The Video Game Theory Reader brings together exciting new work on the many ways video games are reshaping the face of entertainment and our relationship with technology. Drawing upon examples from widely popular games ranging from Space Invaders to Final Fantasy IX and Combat Flight Simulator 2, the contributors discuss the relationship between video games and other media; the shift from third- to first-person games; gamers and the gaming community; and the important sociological, cultural, industrial, and economic issues that surround gaming. The Video Game Theory Reader is the essential introduction to a fascinating and rapidly expanding new field of media studies.

MEMORY MACHINES

THE EVOLUTION OF HYPERTEXT

Anthem Press This book explores the history of hypertext, an influential concept that forms the underlying structure of the World Wide Web and innumerable software applications. Barnet tells both the human and the technological story by weaving together contemporary literature and her exclusive interviews with those at the forefront of hypertext innovation, tracing its evolutionary roots back to the analogue machine imagined by Vannevar Bush in 1945.

VIDEO GAMES

A POPULAR CULTURE PHENOMENON

Transaction Publishers From their inception, video games quickly became a major new arena of popular entertainment. Beginning with very primitive games, they quickly evolved into interactive animated works, many of which now approach film in terms of their visual excitement. But there are important differences, as Arthur Asa Berger makes clear in this important new work. Films are purely to be viewed, but video involves the player, moving from empathy to immersion, from being spectators to being actively involved in texts. Berger, a renowned scholar of popular culture, explores the cultural significance of the expanding popularity and sophistication of video games and considers the biological and psychoanalytic aspects of this phenomenon. Berger begins by tracing the evolution of video games from

simple games like Pong to new, powerfully involving and complex ones like Myst and Half-Life. He notes how this evolution has built the video industry, which includes the hardware (game-playing consoles) and the software (the games themselves), to revenues comparable to the American film industry. Building on this comparison, Berger focuses on action-adventure games which, like film and fiction, tell stories but which also involve culturally important departures in the conventions of narrative. After defining a set of bipolar oppositions between print and electronic narratives, Berger considers the question of whether video games are truly interactive or only superficially so, and whether they have the potential to replace print narratives in the culture at large. A unique dimension of the book is its bio-psycho-social analysis of the video game phenomenon. Berger considers the impact of these games on their players, from physical changes (everything from neurological problems to obesity) to psychological consequences, with reference to violence and sexual attitudes. He takes these questions further by examining three enormously popular games-Myst/Riven, Tomb Raider, and Half-Life-for their attitudes toward power, gender, violence, and guilt. In his conclusion, Berger concentrates on the role of violence in video games and whether they generate a sense of alienation in certain addicted players who become estranged from family and friends. Accessibly written and broad-ranging in approach, *Video Games* offers a way to interpret a major popular phenomenon. Arthur Asa Berger is professor of broadcast and electronic communication arts at San Francisco State University, where he has taught since 1965. He is the author of more than one hundred articles and forty books on media, popular culture, humor, and everyday life.

ENCYCLOPEDIA OF INFORMATION SYSTEMS: A-D

ELECTRONIC LITERATURE

NEW HORIZONS FOR THE LITERARY

University of Notre Dame Press **Develops a theoretical framework for understanding how electronic literature both draws on the print tradition and requires reading and interpretive strategies. Grounding her approach in the evolutionary dynamic between humans and technology, the author argues that neither the body nor the machine should be given absolute theoretical priority.**

CREATIVE TECHNOLOGIES FOR MULTIDISCIPLINARY APPLICATIONS

IGI Global Given that institutions of higher education have a predisposition to compartmentalize and delineate areas of study, creative technology may seem oxymoronic. On the contrary, the very basis of western thought is found in the idea of transcendent knowledge. The marriage of opposing disciplines therefore acts as a more holistic approach to education. *Creative Technologies for Multidisciplinary Applications* acts as an inspiration to educators and researchers who wish to participate in the future of such multidisciplinary disciplines. Because creative technology encompasses many applications with the realm of art, gaming, the humanities, and digitization, this book features a diverse collection of relevant research for the modern world. It is a pivotal reference publication for educators, students, and researchers in fields related to sociology, technology, and the humanities.

THE CAMBRIDGE INTRODUCTION TO NARRATIVE

Cambridge University Press Helps readers understand what narrative is, how it is constructed, and how it changes when the medium changes.