Index

Aarseth, Espen, 318–321
Abelson, Robert P., 166
Adorno, Theodor, 21
Aesthetic judgment, 242–243, 270, 272
Aesthetics, 7, 239–241, 248, 264–265, 270–272, 281, 284
Agacinski, Sylviane, 93
Alberti, Leon Battista, 242, 244
Analysis, 390–392, 397, 406, 408, 411. *See also* Synthesis
ANT, 82–83, 85
ARPANET, 2, 422, 443–445, 447, 449, 452–453, 455–457, 460, 462
Art theory, 241, 264
Artaud, Antonin, 92–93
Articulation, 491, 501, 510, 513
Atkinson, Bill, 206
Augé, Marc, 487–488
Austin, J. L., 222
Automata, 6, 16, 183–185
Automaton, 184–185, 210
Autopoiesis, 445–446, 464
Badinter, Elizabeth, 348
Bakhtin, Mikhail, 40, 43, 47, 119, 136–137
Baklema, Annette W., 263–265, 275
Balzac, Honoré, 319
Baran, Paul, 450–452, 462
Barlow, John Perry, 23
Barnhurst, Kevin G., 302
Barthes, Roland, 19, 40, 43–44, 407–409
Bartle, Richard, 423
Baudrillard, Jean, 43, 536
Baudry, Jean Louise, 21
Bauman, Zygmunt, 472, 474–475, 477–478, 481
Baym, Nancy, 485
Benjamin, Walter, 273–276, 280–281
Bernstein, Mark, 404
Bochner, Mel, 265
Bolter, Jay David, 137, 281–282, 295, 298–305, 311, 313, 316–318, 321, 419, 437n.1
Bookchin, Natalie, 360, 362–363, 367–368, 378, 380

Bordwell, David, 22, 198
Bourdieu, Pierre, 120
Braidotti, Rosi, 367, 369
Bregman, Albert, 165
Breton, André, 374
Brown, George Spencer, 245
Buber, Martin, 526
Bush, Vannevar, 42
Butterworth, Dianne, 369

Caillois, Roger, 217–218, 231, 351, 398
Cairncross, Frances, 473
Carey, James C., 417
Censorship, 529, 537, 542
Cerf, Vint, 460
Christiansen, Anne Dorte, 255
Computer games, 15, 24, 320, 328, 352–354, 359–360, 369, 370, 378, 391, 393
 impact on players' dreams, 379
 study of, 433
 violence in, 368
 violent historical context, 374
Computer science, 16–17, 24, 86, 443
Conceptual art, 91
Conceptual convergence, 320
Convergence, 8, 35, 51, 130, 294, 295, 297
 corporate, 297
 network, 297
 service, 297
Counternarrative, 119, 126, 128
Crawford, Chris, 399–401, 425
Cyberculture, 359, 379
 as U.S. technoculture, 384
 women in, 383
Cyberfeminism, 360, 361
Cybernarrative, 134
Cyberplace, 116, 124
Cyberspace, 10, 24, 127
 ethics, 480

Dangarembgwa, Tsitsi, 128
Davies, Donald, 460
de Man, Paul, 18
Deleuze, Gilles, 43, 44, 267, 270, 522
Derrida, Jacques, 18–20, 29, 40, 43–44, 49–50, 55, 102–104, 107
Descartes, René, 446, 471
Design, 7
 art and, 240, 245, 247–248, 250
Developer's discourse, 8, 119, 396, 397, 404, 406
Digital learning environments, 66–67, 70–73, 75
Digital media, 415–419, 424, 426, 429, 436
Digital poetics, 240, 248
Digital revolution, 15, 417
Dinesen, Theis Barenkopf, 255
Disability, 491, 492, 494, 508, 512
Distributed communications, 450
Distributed society, 444, 462
Divergence, 8, 294
Donath, Judith, 538
Douglas, J. Yellowlees, 321
Duchamp, Marcel, 240–241, 246–247, 250, 253
Duguet, Anne-Marie, 253–254

Eco, Umberto, 77–78
Education, 24, 28, 44, 48, 66
 Bakhtinian approach to, 46–47
 business-orientated, 25
 "the rat-maze theory of," 42
 university, 40, 48
Electracies, 6, 120
Electracy, 5–6, 91, 94, 96, 102, 103, 120, 143
 categorical order of, 91
 identity in, 107
 sense of "voice" for, 100
 subject formation in, 109
Ellis, John, 317
Ellul, Jacques, 444
Embodiment, 492
Englebart, Douglas, 42

Epistemology, 271–274
Escobar, Arturo, 127, 130–131
Ethical, 521
  criteria, 523 (*see also* Kant, Immanuel)
  culture, 521
  judgment, 530
  practice, 521
Evreinoff, Nicolas, 218–220, 231

Felman, Shoshana, 228–229
Feminism, 21
Feminist theory, 10, 19
Finneman, Niels Ole, 416
Flaming, 528–529
Foucault, Michel, 277–278, 493
Frege, Gottlob, 405
Freud, Sigmund, 94–96, 108, 268, 277, 370, 374, 405
Fry, Christopher, 207

Gadamer, Hans-Georg, 329, 353–354, 398
Game studies, 215, 231
Gameplay, 8, 397–404, 406, 434
Gaming culture, 8
Gender, 8, 23
Genette, Gerard, 319
Genre, 49, 168
  theory, 408
Gibson, William, 423
Gillespie, Thom, 361
Goethe, Johann, Wolfgang von, 390–391, 406
Graphic design, 17–18, 24, 30
Green, Maxine, 122
Greenberg, Clement, 278–280
Greimas, A. J., 394, 402, 404
Grossberger-Morales, Lucia, 360, 371–374, 375, 378, 380
Grusin, Richard, 281–282, 295, 298–305, 311, 313, 316–317, 321, 419, 437n.1
Guattari, Félix, 43, 44
Gulia, Milena, 485–486

Habermas, Jürgen, 445, 448, 539–540
Haraway, Donna, 361, 381, 493
Harding, Sandra, 373
Hauben, Ronda, 461
Heidegger, Martin, 94–95, 100, 284, 472
Heim, Michael, 430
Hermeneutics, 217, 228, 254, 354
HIC, 16–17, 24
Hjarvard, Stig, 317
hooks, bell, 126
Horkheimer, Max, 21
Hove, Chenjerai, 128
Huizinga, Johan, 218, 231, 398
HyperCard, 206–207
Hyperland, 116, 122, 126, 140, 144n.2
Hypermedia, 19–20
Hypermediacy, 281–282, 298–299
  defined as, 303
Hypernarrative, 115–118, 120–122, 124–129, 132, 137
  postcolonial, 126
Hyperpedagogy, 116, 128
Hypertext, 9, 19–20, 28, 35, 38, 40–43, 50, 51, 118, 415, 418, 426, 432, 436
  critics, 20
  educational paradigm, 41
  ideology, 428–429
  paradigm, 44, 46, 57
  technology, 44
  theory, 5, 19, 43, 50, 55, 429
  topographical writing, 137

Ibsen, Henrik, 431
Iconographical analysis, 328
Iconological analysis, 328
Ideology, 30, 415, 426
  Althusserian sense, 418
  capitalist, 21, 25, 27
  and innovation, 435–436
  sexist, 21
Immediacy, 281, 298–299
  defined as, 303

Informatics, 66–67, 84
 literacy, 80
Innovation, 1–2, 7, 10, 35–37, 40, 58, 269, 271–272, 276, 444
Interaction, 240, 248, 254–255, 400, 401
Interactivity, 9, 400, 415, 418, 424, 426, 428, 436
 definitions of, 425
Intermedium, 421
Internet, 9, 455, 459, 462, 464–465
 architecture of, 23, 460
 design, 463
 ethics, 529, 537
 logic of, 444
 protocol, 453, 462
 search tools, 38
 social significance, 445
Interpretation, 254
 as play, 329 (*see also* Ludic interpretation)
Irigaray, Luce, 381

Jay, Martin, 27
Jennings, Pamela, 360, 375–377, 378, 380
Joyce, Michael, 119, 141–142, 321

Kahn, Robert, 460
Kant, Immanuel, 2, 7, 93, 242–244, 272–273, 284, 397, 403, 404, 525, 538–539
 ethical imperative, 534
Kavanagh, James, 418
Kierkegaard, Søren, 525–526
Kirschenbaum, Matt, 319
Kittler, Friedrich, 267–268, 283, 420–421
Kolko, Beth, 225
Krauss, Rosalind, 265, 275, 279–282, 284
Kress, Gunther, 249
Kristeva, Julia, 108–110

Lacan, Jacques, 101–102, 108, 370
Lai, Kum-Yew, 207
Landow, George, 19, 118–119, 125, 127, 317, 320, 426
Language games, 8, 396, 397, 401
Latour, Bruno, 245
Laurel, Brenda, 239, 402
Leone, Sergio, 522–523
Levinas, Emmanuel, 9, 469–470, 472, 475, 479–481, 484, 488, 526
Lévi-Strauss, Claude, 49
Lichtenstein, David, 51
Licklider, J. C. R., 443, 449, 457
Liestøl, Gunnar, 29, 119, 316
Lippman, Andy, 425
Literacy, 5–6, 91, 119, 143
 academic, 116
 electronic, 116
LMSs, 72–74, 79
Louw, Bill, 129
Ludic interpretation, 354. *See also* Interpretation as play
Ludology, 215
Luhmann, Niklas, 7, 9, 244, 445, 447–448, 451–453, 457–460, 462, 464–465
Lyotard, Jean-François, 277

Machover, Tod, 169
Malone, Thomas W., 207
Mangini, Mark, 165
Manovich, Lev, 318
Marcel, Gabriel, 526
Marcuse, Herbert, 444
Marvin, Carolyn, 417
McLuhan, Marshall, 18–19, 267, 298
Meaningware, 3, 389, 410
Media studies, 66, 78, 80, 84
Medium, 184, 210
Mentalware, 43
Metadata, 74, 161, 171–172, 174–175, 177
Metz, Christian, 21
Meyrowitz, Joshua, 529

Model reader, 78, 88n.8
Monodrama, 220
MOOs, 23–24, 26–27
Morrison, Andrew, 51
MUDding, 216–218, 231
MUDs, 7, 23, 215–216, 218, 220, 222–223, 225–227, 320
Mulett, Kevin, 17
Multilinearity, 227
Multimedia, 28–29
Multisensory, 6, 161
 artifact, 166
 design, 163
 media, 162, 178
 reading, 158, 161
 semiotics, 162
Multivocality, 46–47, 48–49
Mulvey, Laura, 21
Mungoshi, Charles, 128
Murray, Janet, 317, 318, 419, 425
Mystory, 101
Myth, 99, 108

Narrative, 2
 folk, 101
Narratology, 392, 394
Negroponte, Nicholas, 417
Nelson, Ted, 42–43, 327, 349, 426–427
Nietzsche, Friedrich, 523, 526–527, 538, 540–541
Nin, Anaïs, 92–93
Noble, David, 22
Nyamfukudza, Stanley, 128

Object-activity, 401–403
Odin, Jaishree K., 51
Ong, Walter, 18
Oppenheim, Méret, 379
Optimal communication flow, 350

Packet switching, 445, 449–450, 452–453, 455–457, 460
Panofsky, Erwin, 328, 352
Pearce, Celia, 375
Pedagogy, 66–67, 71, 84
Peirce, Charles Sanders, 249
Performance, 215–217, 221–222
Performatives, 217, 222–223, 225, 231
Peters, John Durham, 446
Plant, Sadie, 361–362, 381
Poetics, 7, 239, 247
Pool, Ithiel de Sola, 474
Popular culture, 17, 360, 369
Postcolonial web, 53, 62n.10
Postcolonialism, 51
Postmodern ethics, 472
Poststructural theory, 19
Poststructuralism, 19, 21, 29–30
Pre-iconographic description, 328
Prigogine, Ilya, 246
Print technology, 37
Programming language, 185, 205
Projection, 240, 248, 250
Propp, Vladimir, 99
Prosthesis, 58, 102–103, 497, 503, 508
Proust, Marcel, 319

Remediation, 8, 282, 295, 298–300, 302–304
 concept of, 281
Rheingold, Howard, 430, 431, 528
Rhetoric, 271, 273, 281, 313–316, 407–408
 multilinear, 20
 of resistance, 25
Rhetorical operation, 407
Ricoeur, Paul, 217, 225–227
Rolltalk, 493–512
Rosenberg, Jim, 427
Ross, Andrew, 22

Sano, Darrell, 17
Sardar, Ziauddin, 127
Schank, Roger C., 166

Schema, 166, 167
Schelling, Friedrich, 95
Schiller, Friedrich von, 397, 403
Schjødt, Morten, 255
Schleiermacher, Friedrich, 254
Shannon, Claude, 446–447, 449
Shaw, Jeffrey, 252
Simmel, Georg, 477
Simon, Herbert, 161
Simulation, 69, 218
Slaa, P., 297
Snyder, Ilana, 119, 426
Spamming, 528–529
Spigel, Lynn, 530
Standage, Tom, 417
Stanislavski, Konstantin, 219
Stereotype, 24, 348
Stickgold, Robert, 379
Stone, Allucquère Rosanne, 484
Strain, Ellen, 29
Subject-activity, 401–403
Subjectivty, 10, 493–494, 498, 501, 508, 510–511, 513–514n.5
 autonomous, 505
 competent, 507
 modern, 506
Svedjedal, Johan, 426
Sylvester, Christine, 130
Synthesis, 390–392, 397, 406, 408, 411. *See also* Analysis

Technological determinism, 81–82
Theatre of cruelty, 92. *See also* Artaud, Antonin
Theatricality, 7, 215–218, 220, 231
Thillemann, Peter, 255
Thompson, Ken, 423
Thompson, Kristin, 198
Tomlinson, Ray, 422
Tool, 184, 210
Topics, 269, 274
 as method, 409
Trubshaw, Roy, 423
Turkle, Sherry, 24, 379
Turner, Mark, 167

Ulmer, Gregory, 18, 118–119, 122–124, 139, 273–274, 277
Urry, John, 478

Van Cuilenburg, J., 297
Van Dam, Andries, 42–43
Van Hoosier-Carey, Gregory, 29
Van Leuwen, Theo, 249
Vera, Yvonne, 128
Virtual, 429–431, 437
 body, 369
 body of women, 361
 characters, 369
 person, 96
 rooms, 72
 voice, 94
 worlds, 431, 432, 435
Virtuality, 9, 96, 415, 418, 430, 431, 435, 436
Vogler, Christopher, 98–99

Walker, Jill, 321
Watanabe, Makoto Sei, 251
Weaver, Warren, 446
Web genres, 314
Weber, Max, 2
Wellman, Barry, 485–486
Wiener, Norbert, 429, 449–450
Williams, Raymond, 314–315, 317
Wittgenstein, Ludwig, 277, 405
Women's games, 360, 362, 370–371, 373–374, 378–379
Women's gaming movement, 380

Yun, David, 51