

Virtualpolitik

An Electronic History of Government Media-Making in a Time of War, Scandal,
Disaster, Miscommunication, and Mistakes

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the pedagogical reality in my case could not have been more different. It was Derrida who urged me to try to draw in a more public audience through direct and emotionally engaged writing when I was working on my very first conference paper about new media, which was on Supreme Court decisions about testimony via closed-circuit television and what Justice Antonin Scalia called “virtually constitutional” procedures for videorecorded witnesses in child sexual abuse cases. Given the project of this book, it is also interesting to note that this conference paper from very early in my academic career was also about a series of scandals at a public agency, one that described these technological devices as “secret machines” to their young clients without acknowledging how such multimedia technologies could replicate and disseminate information to unanticipated parties.

Portions of this book have appeared or will appear in published form in the following collections, journals, and conference proceedings: *Joystick Soldiers: The Politics of Play in Military Videogames*; *Discourse: Journal for Theoretical Studies in Media and Culture*; *Media/Culture, Proceedings of Sandbox 2007: ACM/SIGGRAPH Video Game Symposium*; *Proceedings of the 18th Conference on Hypertext and Hypermedia*; *Proceedings of ISCRAM 2007: 4th International Conference on Information Systems for Crisis Management*; *Proceedings of SIGGRAPH 2006*; *Proceedings of the 2006 International Conference on Game Research*; *Digital Experience: Design, Aesthetics, Practice*; *Literary and Linguistic Computing*; and *Kairos*. Special thanks to the following editors of these publications: Doug Eyman and James Inman, Mark Nunes, Nina Huntemann and Matthew Payne, Scott Weintraub and Jess Boersma, and Chuck Mobley and Mark Chambers.

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