US

University of Sussex

Shadows, Touch and

Digital Puppeteering

A Media Archaeological Approach

by

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List of Figures

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Chapter 1

This is Chapter 1. Here is one of my marvellous pictures.

Figure 1.1: Horray Here's the caption.

Where is the freaking caption?

Two

Chapter 2

This is Chapter 2.

Three

Chapter 3

This is Chapter 3.

Table 3.1: Average Times for Components

Type	Count	ø Time	Median Time	ø Commits
Atom	9	1:30:23	0:48:00	13,2
Molecule	10	1:20:12	1:12:45	8,9
Layout	5	1:21:48	0:57:00	3,0
Template	5	2:30:30	2:27:00	4,0

Four

Chapter 4

This is Chapter 4.

(Kozel 2007)

Bibliography

Kozel, Susan (2007). *Closer: Performance, Technologies, Phenomenology.* Leonardo. Cambridge, Mass: MIT Press. 355 pp.