

Resources List – INDE611/612

For final year students of Internet Design BA/BSc.

General Readers

- Martin Lister (2003). *New Media: A Critical Introduction*, London: Routledge.
- Seth Gidding and Martin Lister (eds), (2011) *The New Media and Technocultures Reader*, Abingdon; New York: Routledge.
- Stephen Wilson, 2002. *Information Arts: Intersections of Art, Science and Technology*, Cambridge, Mass. ; London: MIT Press.
- Stephen Wilson, (2010) *Art + Science now*, New York : Thames & Hudson. Animation
- Krasner, Jon S. (2008) *Motion graphic design: applied history and aesthetics*, Amsterdam, London
- Wells P., (2002), *Animation, Genre and Authorship*. London: Wallflower.
- Wells P., (2008), *Re-imagining animation : the changing face of the moving image*.
- Furniss, M., *Art in motion : animation aesthetics*
- Furniss, M., (2008) *The animation bible : a guide to everything - from flipbooks to Flash*.
- Chong, A., (2008) *Digital animation*
- Patmore, C., (2003) *The complete animation course : the principles, practice and techniques of successful animation*
- Journal - *Animation Practice, Process and Production*
<http://www.intellectbooks.co.uk/journals/view-Journal,id=199/>
- *Motion Graphic Design: Applied History and Aesthetics* 3rd edition (2013) by Jon Krasner
- *After Effects Expressions* (2008) by Marcus Geduld
- *Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques* (2012) by Mark Christiansen
- *Introducing Autodesk Maya 2014: Autodesk Official Press* (2013) by Dariush Derakhshani

Internet Design

- Mitchell, W. J. 2003, *Me++: the cyborg self and the networked city*. MIT Press: Cambridge, Mass.
- Tegmark, M. 2017, *Life 3.0: Being Human in the Age of Artificial Intelligence*, Penguin: Toronto.
- Greenfieldn, A. 2017, *Radical Technologies: The Design of Everyday Life*, Verso Books: New York.
- Greenfieldn, A. 2006, *Everyware: The Dawning Age of Ubiquitous Computing*, New Riders: Berkeley, CA.
- Greengard, S. 2015, *The Internet of Things*, MIT Press: Cambridge, Mass.
- Shanahan, M. 2015, *The Technological Singularity*, MIT Press: Cambridge, Mass.

- Kurzweil, R. 2005 *The Singularity is Near*, Penguin Group: New York.
- Picon, A. 2015, *Smart Cities: A Spatialised Intelligence*, John Wiley & Sons Ltd: West Sussex.

Interaction Design

- Dourish, P., (2001). *Where the action is: the foundations of embodied interaction*, MIT Press.
- Suchman, L.A., (2007). *Human-Machine Reconfigurations: Plans and Situated Actions*, Cambridge University Press.
- Daniel Leithinger et al. (2011) *Direct and Gestural Interaction with Relief: A 2.5D Shape Display* In Proceedings of the 24th annual ACM symposium on User interface software and technology (UIST '11). ACM, New York, NY, USA, 541-548. < <http://tmg-trackr.media.mit.edu:8020/SuperContainer/RawData/Papers/460-Direct and Gestural Interaction/Published/PDF>>
- Hiroshi Ishii et. al. . (2012) *Radical Atoms: Beyond Tangible Bits, Toward Transformable Materials* interactions 19, 1 (January 2012), 38-51.
<<http://tmgtrackr.media.mit.edu:8020/SuperContainer/RawData/Papers/485-Radical Atoms Beyond Tangible/Published/PDF>>
- Tangible Media Group at MIT - < <http://tangible.media.mit.edu/> >
- Lots of papers on tangible computing here <<http://tangible.media.mit.edu/papers/>>

Design (including information design)

- James Gibson, (1979). *The Ecological Approach to Visual Perception*, Boston: Houghton Mifflin.
- Donald Norman, (2002). *The Design of Everyday Things* 1st Basic paperback., New York: Basic Books.
- Edward R. Tufte, (2001). *The Visual Display of Quantitative Information* 2nd ed., Cheshire, Conn: Graphics Press.
- Alan Fletcher, (2001). *The Art of Looking Sideways*, London ; New York: Phaidon.
- Dumit, J., (2004) *Picturing Personhood; Brain Scans and Biomedical Identity*, Princeton and Oxford: Princeton University Press.
- Veerbeek, P-P., (2005) *What Things Do; Philosophical Reflections on Technology, Agency and Design*, Pennsylvania: Penn. State University Press.
- Winner, L., (1999) 'Do Artifacts Have Politics?' In MacKenzie, D. & Wajcman, J. (Eds.) *The Social Shaping of Technology*, Second ed. Buckingham: Open University Press.

Games, Video Game Culture, Gamification and Play

- Johan Huizinga, 1992. *Homo Ludens: A Study of the Play-Element in Culture*, Beacon Press.

- Bogost, I. (2007) Persuasive Games: The expressive power of video-games. Cambridge: MIT Press.
- Egenfeldt-Nielsen, S. (2008) Understanding Video Games: The Essential Introduction. New York and London: Routledge.
- Gamification Research Network Mailing List - < <http://gamificationresearch.org/mailling-list/> >
- Andy Clarke and Grethe Mitchell, (eds) (2007) Video Games and Art. Bristol: Intellect Books.
- David Sudnow (1983) Pilgrim in the Microworld: Eye Mind and the essence of video game skill. New York: Warner Books.
- Egenfeldt-Nielsen, S., (2008) Understanding Video Games: The Essential Introduction. New York and London: Routledge.
- Ian Bogost, The Rhetoric of Exergaming.
http://www.bogost.com/writing/the_rhetoric_of_exergaming.shtml
- Rob Cover, (2006) Gaming (Ad)diction: Discourse, Identity, Time and Play in the Production of the Gamer Addiction Myth. In Game Studies: The International Journal of Computer Game Research. Vol 6. Issue 1, December 2006.
- Mary Flanagan, Locating Play and Politics: Real World Games and Activism. Leonardo Electronic Almanac, Vol 16, Issue 2-3
- Erkkhi Hutamo, Slots of Fun, Slots of Trouble: An Archeology of Arcade Gaming.
- Game Studies - the international journal of computer game research. Open Access Journal. <http://gamestudies.org/1201>
- Gamification Research Network Mailing List - <http://gamificationresearch.org/mailling-list/>
- Ian Bogost has a fantastic blog about his teaching practice and the critical and news games he designs. <http://www.bogost.com/>
- Jesper Juul's is a video game researcher, his blog is here
<http://www.jesperjuul.net/ludologist/>

Graphic Design

- Logo Design Love: A Guide to Creating Iconic Brand Identities (2009) by David Airey
- Just My Type: A Book About Fonts (2011) by Simon Garfield
- Know Your Onions: Graphic Design (2012) by Drew de soto
- Essentials of Visual Communication (2008) by Bo Bergstrom

Understanding the Development of Technology – Innovation, Culture and Creativity

- Lecture; Technology and Society by Neil Postman (1998)
<http://www.youtube.com/watch?v=uglSCuG31P4&feature=Playlist&index=0&playnext=1&list=PLFD7AE6C90D8DC079>
- Heidegger, M., 2000. The Question Concerning Technology. In Krell, D. F. (Ed.) Basic Writings. London, Routledge.
- Ihde, D., 1979. Technics and Praxis, Boston, D.Reidel Publishing Company.
- Ihde, D., 1993. Philosophy of Technology: an introduction, New York, Paragon House.
- David Nye, (2006) Technology Matters: Questions to Live With, Cambridge, Mass: MIT Press.
- David Edgerton, (2006) Shock Of The Old: Technology and Global History since 1900: Technology in Global History Since 1900 1st ed., Profile Books.
- Don Ihde, (2002) Bodies in technology, U of Minnesota Press.
- Flusser, V., (2000) Towards a Philosophy of Photography, London: Reaktion.
- Bijker, W.E., Hughes, T.P. and Pinch, T.J., (1987) The Social Construction of Technological Systems: New Directions in the Sociology and History of Technology, Cambridge Mass.: MIT Press.
- Winner, L., 1977. Autonomous Technology; Technics-out-of-control as the Theme in Political Thought, Cambridge, Massachusetts, MIT Press.
- Veerbeek, P.-P., 2002. Devices of Engagement: On Borgmann's Philosophy of Information and Technology. *Techné: Research in Philosophy and Technology*, 6, 69-92.
- Punt, M., (2000) Early Cinema and the Technological Imaginary, Amsterdam: Postdigital Press.

Technology, Embodiment and Phenomenology

- Ihde, D., 2002. Bodies in Technology, Minneapolis, University of Minnesota Press.
- Clark, A., 2007. Re-Inventing Ourselves: The Plasticity of Embodiment, Sensing, and Mind. *Journal of Medicine and Philosophy* Vol. 32, 1–32.
- Butler, J., (1993) Bodies That Matter: On the Discursive Limits of 'Sex', New York: Routledge.
- Drayson, H., (2009) 'Constructed Bodies; Can Biomedical Instruments Become Tools of Self-perception?' In *New Realities, Being Syncretic*, Ascott et al (eds), Wein and New York: Springer.
- Gallagher, S., (2006). How the Body Shapes the Mind, Oxford: Clarendon Press.
- Hayles, N. K., (1993) 'Virtual Bodies and Flickering Signifiers'. *October*, 66, pp.69-91.
- Flanagan, Mary, Navigating the Narrative in Space: Gender and Spatiality in Virtual Worlds *Art Journal*, <http://www.jstor.org/stable/778029>

The Posthuman and Technoscience

- Wolfe, Cary., (2009) What is Posthumanism? Minnesota : Minnesota Press.
- Grosz, E., (1994) Volatile Bodies; Towards a Corporeal Feminism, Bloomington and Indianapolis, Indiana University Press.
- Hansen, B., (1992) 'American Physicians' "Discovery" of Homosexuals, 1880-1900: A New Diagnosis in a Changing Society', in Rosenberg, C. E., Golden, J. L. (eds.) Framing Disease: Studies in Cultural History, Piscataway: Rutgers University Press (p.104-133).
- Haraway, D.J., (1991) Simians, Cyborgs, and Women: the Reinvention of Nature, New York: Routledge.
- Harman, G., (2009) Prince of Networks: Bruno Latour and Metaphysics, re.press.
- Latour, B., and Woolgar, S., (1979) Laboratory Life; The Social Construction of Scientific Facts, Beverly Hills, London: Sage.
- Latour, B., (1987) Science in Action, Milton Keynes: Open University Press.
- Latour, B., (1993a [1988]) The Pasteurization of France, Cambridge Mass.: Harvard University Press.
- Latour, B., (1993b) We Have Never Been Modern, Cambridge Mass.: Harvard University Press.
- Ploeg, I., (2003) Biometrics and the Body as Information: Normative Issues of the Socio-technical Coding of the Body, in Lyon, D., (ed.) Surveillance as Social Sorting; Privacy, Risk and Digital Discrimination. London and New York: Routledge.

Media Theory (including sound and audio-visual practices)

- James Lyons, & John Plunkett, J., (2007) Multimedia histories: from the magic lantern to the internet, University of Exeter Press.
- Sergei Eisenstein, (1968) The Film Sense, Faber.
- Fischer, C. S., (1994) America Calling: A Social History of the Telephone to 1940. Berkely and Los Angeles: University of California Press.
- Reiser, S. J., (1978) Medicine and the Reign of Technology, Cambridge, Cambridge University Press.
- Reiser, S. J., (1993) Technology and the Use of the Senses in Twentieth-Century Medicine, in Bynum, W. F., and Porter, R. (eds.), Medicine and the Five Senses, Cambridge, Cambridge University Press.
- Flusser, V. (2000) Towards a Philosophy of Photography, London: Reaktion.

Moving Image, Cinema

- Saunders, B., (2008) CT Suite: The Work of Diagnosis in the Age of Noninvasive Cutting, Durham & London: Duke University Press.
- Chion, M., (1994). Audio-Vision: Sound on Screen, New York ; Chichester: Columbia University Press.

- Johnson, S., (1997) *Interface Culture: How New Technology Transforms the Way We Create and Communicate* 1st ed., San Francisco: HarperEdge.
- Bolter, J.D., 2000. *Remediation: Understanding New Media*, Cambridge, Mass: MIT Press.
- *Cybersounds: Essays On Virtual Music Culture*, (2006) By Michael D. Ayers. Pp.185-207
- Jenkins, H., 2006. *Convergence culture: where old and new media collide*, NYU Press.
- Frierich Kittler, 2009. *Optical media: Berlin lectures 1999*, Polity.
- Lister, M. ed., 1995. *The Photographic Image in Digital Culture* 1st ed., Routledge.
- Amelunxen, H. von et al., (1996). *Photography after photography: memory and representation in the digital age*, Amsterdam: G+B Arts.
- Lev Manovitch, (2001) *The Language of New Media*. Cambridge: Cambridge University Press.
- Meigh-Andrews, C., 2006. *A history of video art: the development of form and function*, Berg. Chapter 15 discusses the emergence of digital video and effects and asks if there is a 'digital aesthetic'.
- Jodi Dean,, 2010. *Blog Theory: Feedback and Capture in the Circuits of Drive*, Polity. Available at < <http://jdeanicate.typepad.com/files/dean--blog-theory.pdf> >
- Video Vortex is a conference series organised by the Institute of Network Cultures (they publish a lot of material online as videos and pdf) <http://videovortex9.net/> <http://networkcultures.org/wpmu/videovortex/vv-reader> - The latest reader can be downloaded here.
- Braun, M., (1994) *Picturing Time: The Work of Etienne-Jules Marey (1830-1904)*, Chicago: University of Chicago Press.
- Dagognet, F., (1992) *Etienne-Jules Marey: A Passion for the Trace*, New York: Zone.

Perception and the Visual Arts

- Arnheim, R., 1970. *Visual Thinking*, London: Faber. [A great companion to *Understanding comics*].
- Arnheim, R., 2006. *Film as art*, University of California Press.
- Scott McCloud, 2008. *Understanding Comics : Invisible Art*, Paw Prints.
- Ernst Hans Gombrich, 2002. *Art and Illusion: A Study in the Psychology of Pictorial Representation* 6th ed. (with new preface)., London: Phaidon. Chapter 1, Part One, The Limits of Likeness. Chapter 7, The Conditions of Illusion
- John Dewey, (1934) *Art as Experience*. New York: G.P. Putman's Sons.

Virtual Worlds and Life Online (social networks, etc.)

- Lovink, Geert and Resch, Miriam, (2013) *Unlike Us Reader; Social Media Monopolies and their Alternatives*. Amsterdam: Institute of Network Cultures. Available online - <http://networkcultures.org/wpmu/portal/publication/unlike-usreader-social-media-monopolies-and-their-alternatives/>

- Julian Dibbell, (2007). Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot, Basic Books.
- Julian Dibbell, (1999). My tiny life : crime and passion in a virtual world, Fourth Estate.
- Michael Mandiberg (ed), (2012) The Social Media Reader, New York and London: New York University Press.
- Sherry Turkle, (1997) Life on the Screen: Identity in the Age of the Internet. London : Phoenix
- Turkle, Sherry. (2011) Alone together why we expect more from technology and less from each other. New York : Basic Books, (ebook available through library).
- Institute of Network Cultures publish a lot on this subject area. The Theory on Demand ebook series is particularly worth following. <http://networkcultures.org/wpmu/weblog/>
- Johnson, S., (1997). Interface Culture: How New Technology Transforms the Way We Create and Communicate 1st ed., San Francisco: HarperEdge.
- Reset. Social Science Research on the Internet is a biannual peer-reviewed academic journal. It publishes research articles where the Internet appears as a field and/or an object of study useful to the understanding of social phenomena. RESET aims at integrating the study of the Internet into the general social sciences rather than considering solely the singularity of this medium. <http://www.journal-reset.org>

Interactive Art

- Brouse, A., 'A Young Person's Guide to Brainwave Music', Horizonzero. Available at: <http://www.horizonzero.ca>. [Accessed 11 June, 2010].
- Khut, G., (2006) Development and Evaluation of Participant-Centred Biofeedback Artworks. Unpublished doctoral exegesis, University of Western Sydney.
- Rosenboom, D., (1976) Biofeedback and the Arts: Results of Early Experiments, Vancouver: A.R.C Publications.
- Rosenboom, D., (1997) Extended Musical Interface with the Human Nervous System: Assessment and Prospectus: Leonardo Monograph Number 1, Revised Edition, San Francisco: International Society for the Arts, Sciences and Technology.
- Zics, B., (2008) Transparency, Cognition and Interactivity: Toward a New Aesthetic for Media Art. PhD Thesis. Newport, Wales: University of Wales.

Computer Art, Digital Art, Software Art

- Brown, P., Gere, C. & Lambert, N., (2008) White heat cold logic: British computer art 1960-1980, MIT Press.
- Paul, C., (2008). Digital art, Thames & Hudson.
- Mathew Fuller (ed), 2008. Software Studies: A Lexicon, Cambridge, Mass. ; London: MIT.
- Data Browser Series – 1-4. All contents of the series are free to download (links to papers in the menu on the right hand side). Huge number of essays particularly on software theory.

- Economising Culture (2004) <http://www.kurator.org/publications/economising-culture/>
- Engineering Culture (2005) <http://www.kurator.org/publications/engineering-culture/>
- Curating Immateriality (2006)
<http://www.kurator.org/publications/curatingimmateriality/>
- Creating Insecurity (2009) <http://www.kurator.org/publications/creating-insecurity/>
- William Bowles, (2005) Macintosh Computer: Archetypal Capitalist Machine? In Engineering Culture,
<http://www.kurator.org/media/uploads/publications/DB02/Bowles.pdf>

Glitch and Hacking

- Caleb Kelly, (2009) Cracked media : the sound of malfunction, Cambridge, Mass. : MIT Press
- Nic Collins (2006) Handmade Electronic Music: The art of hardware hacking. New York : Routledge, 2006
- Rosa Menkman's [glitch artist] blog and Monglot software <http://rosa-menkman.blogspot.com/2010/02/glitch-studies-manifesto.html> <http://rosa-menkman.blogspot.com/search/label/Monglot>
- Her text The Glitch Moment(um) is available to read online.
<http://networkcultures.org/wpmu/portal/publications/network-notebooks/no-04-the-glitch-momentum/>

Computing, HCI and Artificial Intelligence

- Picard, R. W., 2001. Affective Medicine: Technology with Emotional Intelligence. Future of Health Technology. Amsterdam, IOS Press.

Advertising

- Vance Packard (1960) The hidden persuaders, Penguin Books: London.
- PBS Frontline - Documentary; The Merchants of Cool - Available Online
- Adam Curtis - Documentary; The Century of the Self, Part 1 Happiness Machines. [Focuses on the invention of public relations by Freud's cousin, Edward Bernays]. Available Online.
- Timur Kuran (1995) Private truths, public lies : the social consequences of preference falsification. Cambridge, Mass. ; London : Harvard University Press.

Fiction

- William Gibson., (1995). Neuromancer New ed., London: HarperCollins.
- Neal Stephenson, (2002). Snow Crash New Ed., Penguin.

- Cory Doctorow, Down and Out in the Magic Kingdom. {Free to download!}
http://craphound.com/down/?page_id=1625
- Cory Doctorow, For the Win, [free to download – a must for anyone interested in networked games and playbour!] <http://craphound.com/ftw/download/>

Selected Journals

- Rhizome - <http://rhizome.org/> - Rhizome is dedicated to the creation, presentation, preservation, and critique of emerging artistic practices that engage technology.
- Nettime Mailing List – mailing lists for networked cultures, politics and tactics
<http://www.nettime.org/>
- Fibre Culture Mailing List and Journal.
- CTheory, Parallax, Postmodern Culture, Game Studies, Leonardo, Digital Creativity.
- Computational Culture Journal - Covers social media, software philosophy, protest, networks etc.
- Framework: The Journal of Cinema and Media
http://muse.jhu.edu/content/alerts/journals/framework_the_journal_of_cinema_and_media/toc/frm.53.2.html
http://muse.uq.edu.au/content/alerts/journals/framework_the_journal_of_cinema_and_media/toc/frm.53.2.html
- Science Fiction Film and Television
http://muse.jhu.edu/content/alerts/journals/science_fiction_film_and_television/toc/sff.5.2.html
http://muse.uq.edu.au/content/alerts/journals/science_fiction_film_and_television/toc/sff.5.2.html
- Presence – MIT Press <http://www.mitpressjournals.org/loi/pres> The first academic journal for serious investigators of teleoperators and virtual environments, Presence is filled with stimulating material applicable to these advanced electromechanical and computer systems. Incorporating perspectives from physics to philosophy, Presence appeals to a wide audience, particularly mechanical and electrical engineers concerned with teleoperators; computer scientists, high-tech artists, media people, and others interested in virtual environments; and psychologists involved in the study of human-machine interfaces and sensorimotor/cognitive behavior.

ONLINE RESOURCES

Mailing Lists

- New Media Curating <https://www.jiscmail.ac.uk/cgi-bin/webadmin?A0=new-mediacurating> Net-time - <http://www.nettime.org>
- Rhizome - <http://rhizome.org/subscribe/>
- Unlike-Us - <http://networkcultures.org/wpmu/unlikeus/maillinglist/>
- Spectre - <http://post.in-mind.de/cgi-bin/mailman/listinfo/spectre>

Websites

Artsactive www.artsactive.net/en
CrUMB, Curatorial resource for Upstart Media www.crumbweb.org
Digicult www.digicult.it/en
digitalarti www.digitalarti.com
Hackerspaces www.hackerspaces.org/wiki/Hackerspaces
Instructables www.instructables.com
Journal for Artistic research www.jar-online.net
Leonardo online www.leonardo.info
Make Magazine www.makezine.com
Networked Performance www.turbulence.org
Neural.it www.neural.it
NewMediaArT.eU www.newmediaart.eu
random www.random-magazine.net
realTime Arts www.realtimearts.net
rhizome www.rhizome.org
we-make-money-not-art www.we-make-money-not-art.com
we-need-money-not-art www.we-need-money-not-art.com

Podcasts – General interest in digital technology, science and culture

Radiolab- <http://feeds.wnyc.org/radiolab>
99% Invisible - <http://99percentinvisible.org/>
Radio 4 – The Digital Human - <http://www.bbc.co.uk/programmes/b01n7094>

Organising / Project Research / Referencing

- Booth, W.C., 1995. The Craft of Research, Chicago: University of Chicago Press.
- <http://www.citethisforme.com/harvard-referencing>
- <https://libweb.anglia.ac.uk/referencing/harvard.htm>
- <https://www.imperial.ac.uk/media/imperial-college/administration-and-support-services/library/public/harvard.pdf>