

TEXT GAMES AND COMPUTER ART

1 Foundations: Systems Theory and Cybernated Art

Extracted from the collection *Systems*, edited by EDWARD SHANKEN.

“Physics and the Current Change of Paradigms” (Capra 1988)

“To Know and to Let Know: An Applied Theory of Knowledge” from *Communication and Control* (von Foerster 1979)

A Mathematical Theory of Communication (Shannon and Weaver 1949)

The Human Use of Human Beings (Wiener 1950)

“Contesting for the Body of Information: The Macy Conferences on Cybernetics” from *How We Became Posthuman* (Hayles 1999)

“Style, Grace and Information in Primitive Art” (Bateson 1967)

Our Own Metaphor (Bateson 1972)

“Cybernetics of Cybernetics” (von Foerster 1973)

The Tree of Knowledge: Biological Roots of Human Understanding (Maturana and Valera 1984)

“Dancing with Systems” (Meadows 2001)

2 Background: Literary Machines

Software - Information Technology: Its New Meaning for Art (Burnham 1970)

The House That Jack Built: Jack Burnham’s Concept of “Software” as a Metaphor for Art (Shanken 1998)

Computer Lib/Dream Machines (Nelson 1974)

Literary Machines (Nelson 1993)

A Hundred Thousand Billion Poems (Queneau 1961)

“Digital Oulipo: Programming Potential Literature” (Berkman 2017)

Intertwined: The Work and Influence of Ted Nelson (Dechow and Struppa 2015)

The Policeman’s Beard Is Half Constructed (Racter 1984)

The New Media Reader (Wardrip-Fruin and Montfort 2003) (what excerpts?)

3 The ADVENT of Text Games

Cybertext: Perspectives on Ergodic Literature (Aarseth 1997)

Hamlet on the Holodeck: The Future of Narrative in Cyberspace (Murray 1998)

Twisty Little Passages: An Approach to Interactive Fiction (Montfort 2003)

Expressive Processing (Wardrip-Fruin 2009)

Colossal Cave Adventure (Crowther and Woods, 1977)

Zork (Anderson et al. 1977)

”The Craft of the Adventure” (Nelson 1995)