Digital Media Ph.D. Exam Reading List

III. Digital Media Forms and Technologies

General Works .................................................................................................................. 2

Computer Games and Interactive Narrative ................................................................. 5
  Videogame history and techniques, including classic videogames ......................... 5
  Text Adventure Games .................................................................................................. 5
  Massively Multiplayer Online Role Playing Games .................................................... 6
  Narrative genre games .................................................................................................. 6
  Simulation games .......................................................................................................... 6
  Narrative Computational research projects ................................................................... 6
  Enhanced TV projects .................................................................................................. 6

Digital Art and Performance ............................................................................................ 6
  Books and Articles ........................................................................................................ 7
  Significant and Representative Digital Art and Performance works ....................... 7

Digital Characters .......................................................................................................... 8

Electronic Fiction and Poetry .......................................................................................... 8

Information Archives and Information Design ............................................................. 9
  Technical Approaches .................................................................................................. 9
  Information Archives, Online Databases, Web Exhibits ............................................ 9

Mixed and Augmented Reality ....................................................................................... 9

MOO’s, Community, and Synchronous Communications Forms .................................. 10

Virtual Reality ................................................................................................................. 10
  VR Installations and Applications .............................................................................. 10

Web Design, Hypertext, Hypermedia .............................................................................. 11
  Standard hypertext and hypermedia articles and books: ......................................... 11
  Classical Hypertext and Hypermedia precursors to the WWW ............................... 11
  Selection of representative web genres ..................................................................... 11
  Knowledge of standard web technologies and techniques ....................................... 11
  Web design books ....................................................................................................... 12

Other Digital Forms ....................................................................................................... 12
General Works


Licklider, J.C.R. Man-Computer Symbiosis.


Norman, Donald. The Invisible Computer: Why Good Products can Fail, the Personal Computer is so Complex, and Information Appliances are the Solution. Cambridge: MIT Press, 1998.


Sutherland, Ivan. The Ultimate Display. 1965.

Turing, Alan. Computing Machinery and Intelligence. 1950


Winograd, Terry. "From Computing Machinery to Interaction Design."

**Computer Games and Interactive Narrative**

Related Knowledge: Narrative Theory, Media Traditions of Gaming and Play, and Narrative Genres.
Knowledge of Computer industry including platforms, genres and demographics.

*Videogame history and techniques, including classic videogames*


*Text Adventure Games*


Montfort, Nick and "IF" literary practitioners.

Infocom text adventures.
Massively Multiplayer Online Role Playing Games


Narrative genre games


Simulation games


Narrative Computational research projects

Bates, Joseph. Oz group work. CMU, 1990's.


Enhanced TV projects

Tillerman's Taxi. PBS, 2002.


Digital Art and Performance
**Books and Articles**

Causey, Matthew. Screen Test of the Double: The Uncanny Performer in the Space Technology.


**Significant and Representative Digital Art and Performance works**


Galloway, Kitt and Sherry Rabinowitz. Electronic Café. 1977

Gromala, Diane and Yacov Sharir. Dancing with the Virtual Dervish. 1994


Sommerer's and Mignonneau's Artificial Life Environments: Life Spacies II and Pico_Scan. 2000.


**Digital Characters**

Bates, Joseph et al. Oz Group. CMU.


PF Software. PETZ. 1996.


Creature Lab. Commercial Breeding Game, UK.


Chatterbots.

**Electronic Fiction and Poetry**


Moulthrop, Stuart. Victory Garden.


Cayley, John. works.

Luisebrink, Marjorie. works.

Information Archives and Information Design

Technical Approaches

W3C XML documentation

Media Management software such as Virage

Industrial database system such as Oracle

Database and active web page technology such as PHP and MYSQL

Rowley, Organizing Information

Hernandez, Database Design for Mere Mortals

Information Archives, Online Databases, Web Exhibits

Gregory Pane et. al. Perseus.

CNN News Archives New York Times and other news sites

Lexus/Nexus

Glorianna Davenport, A Random Walk through the Twentieth Century

Library of Congress, America's Memory exhibit

Mixed and Augmented Reality


Feiner. works.

MacIntyre. works.

Krueger, Myron. Responsive Environments.

**MOO's, Community, and Synchronous Communications Forms**


**Virtual Reality**


**VR Installations and Applications**

Dolinsky, Margaret. CAVE art. Indiana University.

Gromala, Diane and Sharir. Dancing with the Virtual Dervish: Virtual Bodies.
Davies, Char. Osmose.


Hodges, L. Virtual Vietnam. 1996.


**Web Design, Hypertext, Hypermedia**

*Standard hypertext and hypermedia articles and books:*

Bush, Engelbart, Nelson, Landow, Berners-Lee CERN memo, Current W3C memos esp XML

*Classical Hypertext and Hypermedia precursors to the WWW*

Brown University Hypermedia

Story Space

Hypercard

*Selection of representative web genres*

e-commerce catalog

University site

News site

Personal home pgae

*Knowledge of standard web technologies and techniques*
Dynamic page creation
Style sheets
Database driven sites
Polling and active data collection,
Cookies and silent information gathering,
Grid design,
Color palettes,
Bandwidth issues,
Media types.

Web design books


Other Digital Forms

The above subcategories cover some of the main digital media forms, but by no means all of them. Students and their committees may construct other sub-categories with which to fulfill this part of the Comprehensive Examination. For example: Educational Applications, Humanities Computing, Accessible Design, Site-based Interactive Entertainments, Ubiquitous/Everyday Computing, Wearable Computing, Wireless Applications, Enhanced TV, Database Documentary, etc.
I see that paper books are read by everyone with more pleasure than electronic books. And new technologies make books better and more attractive. Therefore, the textbooks are now easier to do. FindAPhD. Search Funded PhD Projects, Programs & Scholarships in digital media. Search for PhD funding, scholarships & studentships in the UK, Europe and around the world. We have 51 digital media PhD Projects, Programs & Scholarships. Filter Results. Back to results. Clear search. Digital media has performed this service because it can supply people with jobs that use that certain artistic ability. Imagine that you are a team leader at a mid-sized business. Select the four best practices for digital media creation and evaluation that are included in the list below. Provide a method for feedback. Know your desired outcome.