

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

Arseth, Espen. *Cybertext: Perspectives on Ergodic Literature*. Baltimore, Md: Johns Hopkins University Press, 1997.

Barrett, Edward. *Sociomedia: Multimedia, Hypermedia and the Social Construction of Knowledge*. Cambridge: MIT Press, 1992.

Benedikt, Michael. *Cyberspace: First Steps*. Cambridge: MIT Press, 1991.

Berners-Lee, Tim. "Information Management: A Proposal." CERN 1989.

Bolter, David Jay. *Writing Space: Computers, Hypertext, and Remediation of Print*. Hillsdale, NJ: L. Erlbaum Associates, 1991.

Brown, John Seely and Paul Duguid. *The Social Life of Information*. Boston: Harvard Business School Press, 2000.

Bush, Vannevar. "As We May Think." *Atlantic Monthly*. Jul-45. 101-8.

Cassell, Justine and Henry Jenkins. *From Barbie to Mortal Combat*. Cambridge: MIT Press, 1998.

Coyne, Richard. *Designing Information Technology in the Postmodern Age: From Method to Metaphor*. Cambridge: MIT Press, 1995.

Delany, Paul and George Landow. *Hypermedia and Literary Studies*. Cambridge: MIT Press, 1991.

Duguid, Paul. *The Social Life of Information*. Boston: Harvard Business School Press, 2000.

Englebart, Douglas. *Augmenting Human Intelligence*. 1962.

Goldberg, Adele and Alan Kay. "Personal Dynamic Media" *IEEE Computer*. 10 Mar-77.

Graetz, J.M. "The Origin of Spacewar!" *Creative Computing*. 1981.
<<http://www.enteract.com/~enf/lore/spacewar/spacewar.html>>

Jakobson, Robert. *Information Design*. Cambridge: MIT Press, 1999.

Jenkins, Henry. From Barbie to Mortal Combat. Cambridge: MIT Press, 1988.

Johnson, Steven. Interface Culture: How New Technology Transforms the Way We Create and Communicate. San Francisco: HarperEdge, 1997.

Kent, Steven L. The Ultimate History of Videogames: From Pong to Pokemon. Prima Lifestyles, 2001.

Landow, George. Hypertext 2.0. Baltimore, Md: Johns Hopkins University Press, 1997.

Laurel, Brenda. Computers as Theater. Reading, Mass: Addison-Wesley Pub. Co., 1993.

Laurel, Brenda. The Art of Human-Computer Interface Design. Reading, Mass: Addison-Wesley Pub. Co., 1990.

Lebling, P. David. "Zork: A Computerized Fantasy Simulation Game." IEEE Computer. 12 Apr-79
<<http://mud.co.uk/richard/zork.html>>

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

Loftus, Geoffrey and Elizabeth Loftus. Mind at Play: The Psychology of Videogames. New York: Basic Books, 1983.

Lunenfeld, Peter. The Digital Dialect: New Essays on New Media. Cambridge: MIT Press, 1999.

Maeda, John. Design by Numbers. Cambridge: MIT Press, 2001.

Manovich, Lev. The Language of New Media. Cambridge: MIT Press, 2001.

Moser, Mary Anne. Immersed in Technology: Art and Virtual Environments. Cambridge: MIT Press, 1996.

Murray, Janet H. Hamlet on the Holodeck: The Future of Narrative in Cyberspace. New York: Free Press, 1997.

Nardi, Bonnie. Context and Consciousness: Activity Theory and Human-Computer Interaction. Cambridge: MIT Press, 1996.

Negroponce, Nicholas. Being Digital. New York: Knopf, 1995.

Nelson, Ted. *Computer Lib: Dream Machines*. Redmond: Tempus Books of Microsoft Press, 1987.

Norman, Donald. *The Psychology of Everyday Things*. New York: Basic Books, 1988.

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.

Papert, Seymour. *Mindstorms: Children, Computers, and Powerful Ideas*. New York: Basic Books, 1999.

Roads, Curtis. *The Music Machine: Selected Readings from Computer Music Journal*. Cambridge: MIT Press, 1992.

Rowe, Robert. *Machine Musicianship*. Cambridge: MIT Press, 2001.

Ryan, Marie-Laure. *Cyberspace Textuality: Computer Technology and Literary Theory*. Bloomington: University of Indiana Press, 1999.

Schneiderman, Ben. *Designing the User Interface: Strategies for Effective Human-Computer Interaction*. Reading, Mass: Addison-Wesley Pub. Co., 1992.

Starr, Paul. "Seductions of Sim: Policy as a Simulation Game." *The American Prospect*. 17 Spring, 1994. 19-29 <<http://www.prospect.org/print/V5/17/starr-p.html>>

Suchman, Lucy. *Plans and Situated Actions: The Problem of Human-Machine Interaction*. Cambridge; New York: Cambridge University Press, 1987.

Sutherland, Ivan. *The Ultimate Display*. 1965.

Turing, Alan. *Computing Machinery and Intelligence*. 1950

Turkle, Sherry. *The Second Self: Computers and the Human Spirit*. New York: Simon and Schuster, 1984.

Turkle, Sherry. *Life on the Screen: Identity in the Age of the Internet*. New York: Simon and Schuster, 1995.

Wilson, Stephen. *Information Arts: Intersections of Art, Science, and Technology*. Cambridge: MIT Press, 2002.

Winograd, Terry. *Bringing Design to Software*. Reading, Mass: Addison-Wesley, 1996.

Winograd, Terry. "From Computing Machinery Untitled-2 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

Graetz, J.M and Steve Russell. *Space War!* Atari, 1961.

Alcorn, Al. *Pong*. Atari, 1972.

Pajitnov, Alexey. *Tetris*. Nintendo, 1985.

Miyamoto, Shigeru. *Donkey Kong*. Nintendo, 1981.

Miyamoto, Shigeru. *Super Mario Brothers 3*. Nintendo, 1990.

Boon, Ed and John Tobias. *Mortal Kombat*. Acclaim, 1993.

Romero, John and John Carmack. *Doom*. Id Software, 1994.

Text Adventure Games

Crowther and Woods. *Adventure*. Atari, 1980

Blank, Marc. *Zork*. Activision.

Montfort, Nick and "IF" literary practitioners.

Infocom text adventures.

Massively Multiplayer Online Role Playing Games

Garriott, Richard. Ultima Online. Origin, 1997.

Clover, Steve, Brad McQuaid, and Bill Trost. Everquest. Verant, 2000.

Narrative genre games

Miller, Rand and Robyn Miller. Myst. Broderbund, 1993.

Mechner, Jordan. The Last Express. Broderbund, 1997.

Simulation games

Meier, Sid. Civilization. Microprose, 1991.

Wright, Will. Sim City. Maxis, 1989.

Wright, Will. The Sims. Maxis, 2000.

Narrative Computational research projects

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

Meehan and Schank. Tale-Spin. 1977.

Davenport, Glorianna. Elastic Movies. 1994.

Mateas, Michael and Andrew Stern. Façade. 2002.

Enhanced TV projects

Tillerman's Taxi. PBS, 2002.

Wong, Curtis. Frank Lloyd Wright. PBS, 2001.

Hertigard, Dale. American Experience: Woodrow Wilson. PBS, 2002.

The American Experience: Marcus Garvey. PBS, 2003.

Digital Art and Performance

Books and Articles

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

Druckery, Timothy. Ars Electronica: Facing the Future. Cambridge: MIT Press, 1999.

Moser, Mary Anne. Immersed in Technology: Art and Virtual Environments. Cambridge: MIT Press, 1996.

Murphie, Andrew. Negotiating Presence: Performance and New Technologies.

Saltz, David. "The Art of Interaction: Interactivity, Performativity, and Computers". Journal of Aesthetics and Art Criticism. 56.2 Spring, 1997. 117-127.

Wilson, Stephen. Information Arts: Intersections of Art, Science and Technology. Cambridge: MIT Press, 2002.

Significant and Representative Digital Art and Performance works

Ascott, Roy. Telematic Embrace: Visionary Theories of Art, Technology and Consciousness. Berkeley: University of California Press, 2003.

Catts, Oron, Ionat Zurr and Guy Ben-Ary. Tissue and Culture Art Project. 1996.

Davies, Charlotte. Osmose and Ephemere. 1995, 1998.

Davenport, Gloria. Cinemat. 1997. Jeremijenko, Natalie. Suicide Box. 1996. Kac, Eduardo. Genesis. 1998.

Galloway, Kitt and Sherry Rabinowitz. Electronic Café. 1977

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

Mateas, Michael. Terminal Time. 2000. Mateas, Michael and Andrew Stern. Façade. 2002.

Penny, Simon. Stupid Robot. 1987.

Rockaby, David. A Very Nervous System. Rozen, Daniel. Wooden Mirror. 2000.

Schillar, Gretchen and Susan Kozel. Trajet. Schiphorst, Thechla. Bodymaps: Artifacts of Touch. 1996.

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

Stelarc. Robot Arm. 1995. Utterback, Camille and Archituv. Text Rain. 2000.

Digital Characters

Bates, Joseph et al. Oz Group. CMU.

Blumberg, Bruce. Silas the Dog. 1994.

Conway, James. Game of Life. 1995.

Prophet, Jane and Gordon Shelly. TechnoSphere. 1995.

PF Software. PETZ. 1996.

Wright, Will. The Sims. 2000.

Creature Lab. Commercial Breeding Game, UK.

Weizenbaum, Joseph. Eliza. 1966.

Chatterbots.

Electronic Fiction and Poetry

Joyce, Michael. afternoon. Eastgate Systems, 1985.

Moulthrop, Stuart. Victory Garden.

Jackson, Shelley. Patchwork Girl. Eastgate Systems, 1995.

Memmott, Talan. Lexia to Perplexia. Eastgate Systems, 2000.

Strickland, Stephanie. True North. Eastgate Systems, 2003.

Cayley, John. works.

Luissebrink, 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

Bobick, Aaron. Kids Room. 2000.

Furness, Billinghamurst and Shirvane, et al. The Magic Book. 2000.

Feiner. works.

MacIntyre. works.

Krueger, Myron. Responsive Environments.

MOO's, Community, and Synchronous Communications Forms

Bruckman, Amy. works. Foner, Lenny. Entertaining Agents. 1997.

Kim, Amy Jo. Community Building on the Web. Berkeley: Peachpit Press, 2000.

Morningstar, C. and R. Farmer. "The Lessons of Lucasfilm's Habitat". Benedikt. 1992.

Preece, Jennifer. Online Communities: Designing Usability, Supporting Sociability. New York: John Wiley, 2000.

Rheingold, Howard. The Virtual Community: Homesteading on the Electronic Frontier. Reading, Mass: Addison-Wesley Pub. Co., 1993.

Smith, Marc and Peter Kollock. Communities in Cyberspace. London; New York: Routledge, 1999.

Virtual Reality

Rheingold, Howard. Virtual Reality. New York: Summit Books, 1991.

Heim, Michael. The Metaphysics of Virtual Reality. New York: Oxford University Press, 1993.

Hillis, Ken. Digital Sensations: Space, Identity, and Embodiment in Virtual Reality . Minneapolis: University of Minnesota Press, 1999.

VR Installations and Applications

Dolinsky, Margaret. CAVE art. Indiana University.

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

Davies, Char. Osmose.

Furness, Thomas. Greenspace, Pain Distraction, Parkinson's. HIT Lab, 1993.

Hodges, L. Virtual Vietnam. 1996.

Brooks, Fred. Chapel Hill: Virtual Walkthrough. Lanier, Jaron. Reality Built for Two. 1986.

Naimark, Michael. Aspen Movie Map. 1978.

Laurel, Brenda and Rachel Strickland. Placeholder. 1994.

Shaw, Jeffrey. Place-Ruhr. 2000.

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 page

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

Badre, Albert. *Shaping Web Usability: Interaction Design in Context*. Reading: Addison-Wesley, 2002.

Nielson, Jacob. *Designing Web Usability: The Practice of Simplicity*. New Riders, 1999.

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.

Review and cite DIGITAL MEDIA protocol, troubleshooting and other methodology information | Contact experts in DIGITAL MEDIA to get answers. 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. Filter Results. Back to results. Clear search. digital media. Discipline. Discipline. 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.