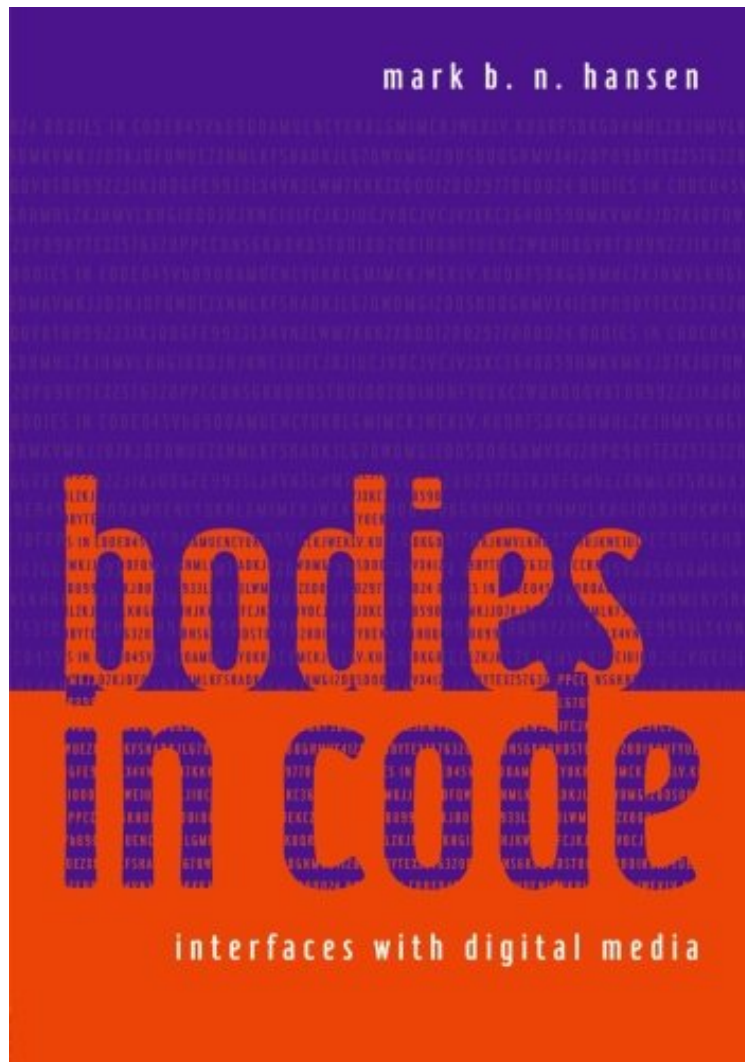


(Free read ebook) Bodies in Code: Interfaces with Digital Media

## Bodies in Code: Interfaces with Digital Media

Mark B. N. Hansen

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#1473342 in Books Mark B N Hansen 2006-09-21 2006-11-09Original language:EnglishPDF # 1 11.69 x .77 x 8.26l, 1.05 #File Name: 0415970164340 pagesBodies in Code Interfaces with Digital Media | File size: 55.Mb

**Mark B. N. Hansen : Bodies in Code: Interfaces with Digital Media** before purchasing it in order to gage whether or not it would be worth my time, and all praised Bodies in Code: Interfaces with Digital Media:

2 of 3 people found the following review helpful. Impossible to readBy CustomerEven though this topic is extremely interesting and I need the information presented in it for my research, reading it is the most painful experience ever - I agree with both previous reviews. As a student, I resent Mr. Hansen and other academics who are using their knowledge to make pompous intellectuals fall in love with them. I really have no use of this books' content as it is impossible to read or make sense of.5 of 19 people found the following review helpful. academic masturbationBy parker jenningsThis book is unnecessarily wordy. Throughout the book Hansen flexes his academic lexicon and takes

several pages to make a point that could be made in one paragraph with simple language. His target audience seems to be pompous intellectuals. This book is not accessible for artist or students and I found it painful to read. 2 of 15 people found the following review helpful. Academic contentless twaddle By Wordsworth Never has a truer word been spoken, I agree with the reviewer below completely - this atrocious book really is absolutly utterly worthless contentless nonsense - avoid like the plague!

Bodies in Code explores how our bodies experience and adapt to digital environments. Cyberculture theorists have tended to overlook biological reality when talking about virtual reality, and Mark B. N. Hansen's book shows what they've been missing. Cyberspace is anchored in the body, he argues, and it's the body--not high-tech computer graphics--that allows a person to feel like they are really "moving" through virtual reality. Of course these virtual experiences are also profoundly affecting our very understanding of what it means to live as embodied beings. Hansen draws upon recent work in visual culture, cognitive science, and new media studies, as well as examples of computer graphics, websites, and new media art, to show how our bodies are in some ways already becoming virtual.

"A stunning work of philosophical originality and brilliance."-Timothy Lenoir, Stanford University About the Author Mark B. N. Hansen is Professor of English at the University of Chicago. He is author of *New Philosophy for New Media* and *Embodying Technesis: Technology Beyond Writing* and co-editor of *The Cambridge Companion to Merleau-Ponty*.