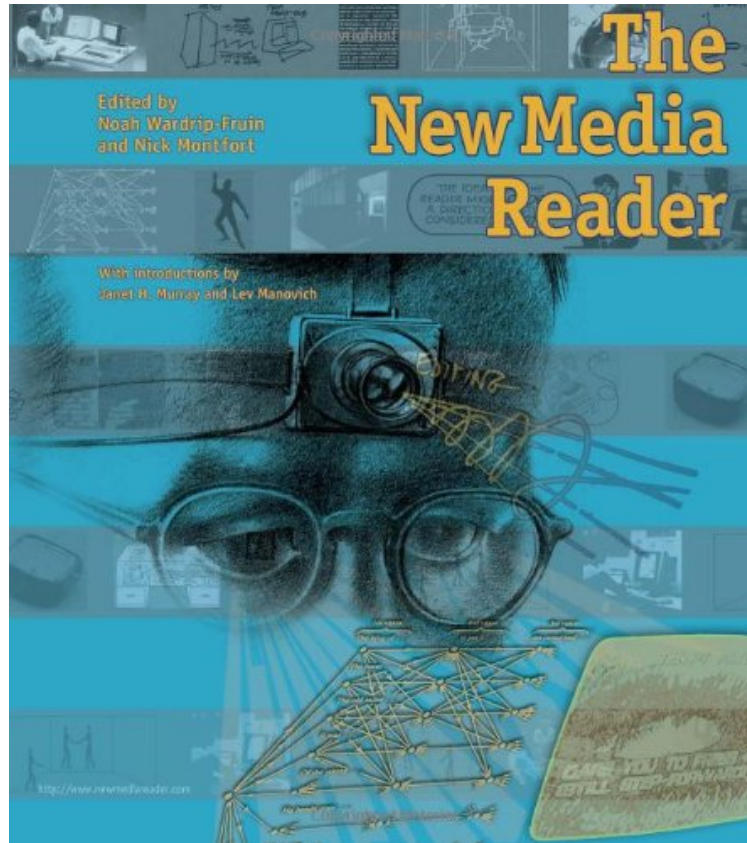


(Free) The New Media Reader (MIT Press)

## The New Media Reader (MIT Press)

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**From Brand: MIT Press : The New Media Reader (MIT Press)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The New Media Reader (MIT Press):

1 of 1 people found the following review helpful. Staple for anyone interested in New or Digital Media By AnnaA staple for anyone interested in Digital and New Media. Includes a range of articles from a wealth of authors, spanning several decades and topics ranging from hypertext to software and everything in-between. This book is full of historical milestones and influential works, and it's a great way to get an understanding of the field as it developed. 0 of 1 people found the following review helpful. Five Stars By Reviews by Alicia Bought for school. Nothing special. 1 of 7 people found the following review helpful. This product! By Donna Cruz I love this product! It has everything I needed without any problems. It came at the time I was expecting it!

A sourcebook of historical written texts, video documentation, and working programs that form the foundation of new media. This reader collects the texts, videos, and computer programs -- many of them now almost impossible to find -- that chronicle the history and form the foundation of the still-emerging field of new media. General introductions by Janet Murray and Lev Manovich, along with short introductions to each of the texts, place the works in their historical context and explain their significance. The texts were originally published between World War II -- when digital

computing, cybernetic feedback, and early notions of hypertext and the Internet first appeared -- and the emergence of the World Wide Web -- when they entered the mainstream of public life. The texts are by computer scientists, artists, architects, literary writers, interface designers, cultural critics, and individuals working across disciplines. The contributors include (chronologically) Jorge Luis Borges, Vannevar Bush, Alan Turing, Ivan Sutherland, William S. Burroughs, Ted Nelson, Italo Calvino, Marshall McLuhan, Jean Baudrillard, Nicholas Negroponte, Alan Kay, Bill Viola, Sherry Turkle, Richard Stallman, Brenda Laurel, Langdon Winner, Robert Coover, and Tim Berners-Lee. The CD accompanying the book contains examples of early games, digital art, independent literary efforts, software created at universities, and home-computer commercial software. Also on the CD is digitized video, documenting new media programs and artwork for which no operational version exists. One example is a video record of Douglas Engelbart's first presentation of the mouse, word processor, hyperlink, computer-supported cooperative work, video conferencing, and the dividing up of the screen we now call non-overlapping windows; another is documentation of Lynn Hershman's Lorna, the first interactive video art installation.

A stunner... (Brian Kim Stefans New York Fine Arts Quarterly) The New Media Reader...is my if-you-can-only-take-one pick for a computer history vacation suitcase-stuffer. (Michael Swaine Dr. Dobb's Journal)About the AuthorNoah Wardrip-Fruin is Professor in the Department of Computer Science at the University of California, Santa Cruz. He is the coeditor of four collections published by the MIT Press: with Nick Montfort, The New Media Reader (2003); with Pat Harrigan, First Person: New Media as Story, Performance, and Game (2004), Second Person: Role-Playing and Story in Games and Playable Media (2007), and Third Person: Authoring and Exploring Vast Narratives (2009).