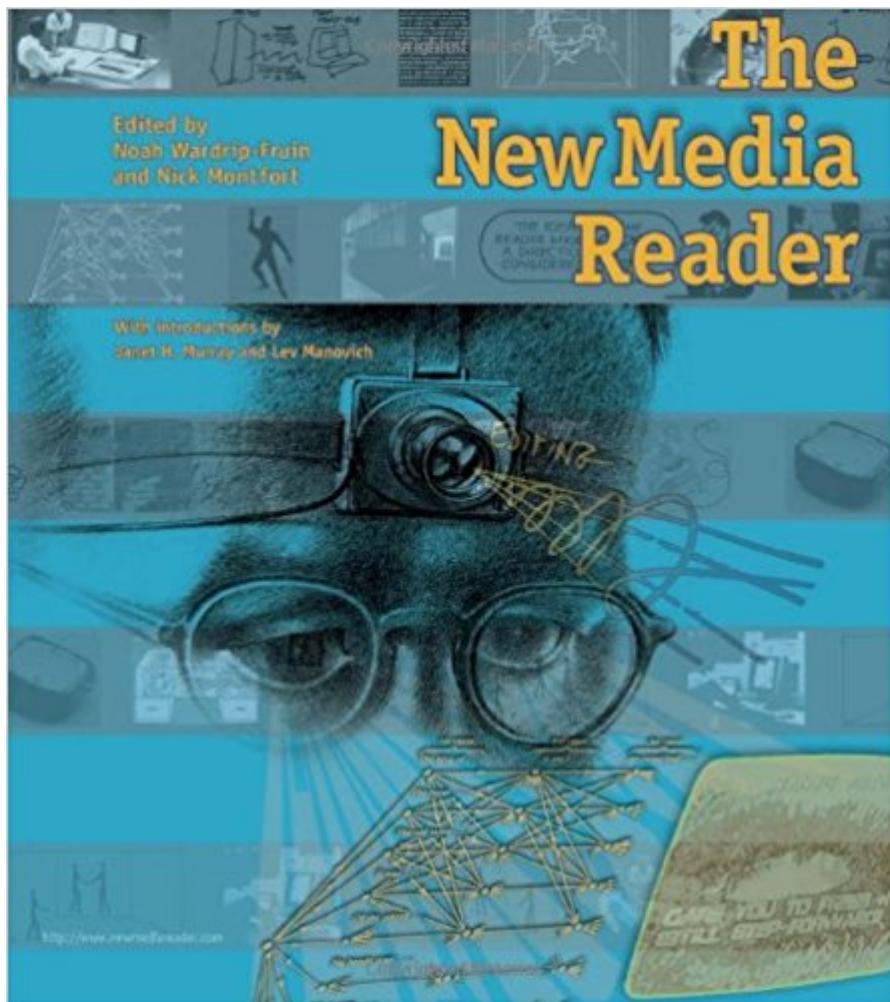The book was found

The New Media Reader (MIT Press)

Synopsis

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.

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Customer Reviews

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)

Noah 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).Nick Montfort is Professor of Digital Media at MIT. He is the author of Twisty Little Passages: An Approach to Interactive Fiction and E xploratory Programming for the Arts and Humanities; the coauthor of Racing the Beam: The Atari Video Computer System and 1 0 PRINT CHR$(205.5+RND(1)); : GOTO 10; and the coeditor of The New Media Reader (all published by the MIT Press).

A 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.

Bought for school. Nothing special.

I love this product! It has everything I needed without any problems. It came at the time I was expecting it!

The only reason to own this book is if it's essential to your grade. The essays cover topics you could research as well online.

Unless you are going to read everything in this book, it is not really worth for the price. It is very thick and some of the stories are just strange

This huge tome is a must have for anyone who wants to deeply understand hypertext and its precursors. From William Burroughs to Doug Englebart and Augosto Boal to Ted Nelson this book presents a huge range of articles (and discursive commentary) of interest to computer scientists, writers, new media workers, artists and everyone in between. This is one stop shopping for new media literacy with over 800 pages of good stuff, much of it very hard to find outside of this volume.

Fascinating, thorough in its analysis, beautifully designed reader/player. Good, well-rounded selection of texts and new media objects with no attempt to be exhaustive (to the editors' credit). I plan to use it as one of the texts in an upcoming university course.

The concepts of the book are very interesting, and some of the articles are engaging, but overall I found this book to be an tedious and dry read.

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