Required readings for DIKULT301

University of Bergen, Spring 2019

Books

Egenfelt-Nielsen, Simon, Jonas Heide Smith, and Susana Pajares Tosca. 2016. *Understanding Video Games: The Essential Introduction*. 3rd ed. New York and London: Routledge.

Paul, Christiane. 2015. *Digital Art*. London: Thames & Hudson.

Rettberg, Scott. 2018. *Electronic Literature*. Cambridge: Polity.

Journal articles

Ask, Kristine, Stine Helena Bang Svendsen, and Henrik Karlstrøm. 2016. "Når jentene må inn i skapet: Seksuell trakassering og kjønnsfrihet i online dataspill." *Norsk medietidsskrift* 23 (01): 1–21. https://doi.org/10.18261/issn.0805-9535-2016-01-03.

> (Open access. If you don't read Norwegian, use Google translate – it does a surprisingly good job and despite some glitches the paper is fairly readable this way. Ask the Norwegian students for help with words in figures etc that aren't translated.)

Book chapters

In Gray, Kishonna L., and David J. Leonard. 2018. *Woke Gaming : Digital Challenges to Oppression and Social Injustice*. Seattle: University of Washington Press.

> (Available digitally through the University Library)
>
> Chapter 3: Stephanie Orme: The Post-Feminist Politics of the "Everyone Can Make Games Movement" (p. 65-81)
>
> Chapter 6: Kristin Bezio: The Perpetual Crusade: Rise of the Tomb Raider, Religious Extremism, and the Problem of Empire. (p 119-138)
>
> Chapter 9: Karen Skardzius: Playing with Pride: Claiming Space Through Community Builidng in World of Warcraft (p 175-192)

In Hayles, N. Katherine. 2017. *Unthought: The Power of the Cognitive Nonconscious*. Chicago: University Of Chicago Press. (Litteraturkiosken)

> Chapter 1: Nonconscious Cognitions: Humans and Others (p 9-40) – please focus on the following sections: Thinking and Cognition (p 14-16), Technical Cognition (p 20-25), Parsing Cognition (p 25-27). Actors and Agents (p30-33) and Why Computational Media Are Not Just Another Technology (p 33-35).

In Aarseth, Espen. *Cybertext: Perspectives on Ergodic Literature*. Baltimore and London: Johns Hopkins UP, 1997.

(Litteraturkiosken)
Chapter 1: "Ergodic Literature" (p 1-23)
Chapter 3: "A Typology of Textual Communication" (p 58-75)

In Manovich, Lev. 2001. *The Language of New Media*. Cambridge, MA: MIT Press.
(Litteraturkiosken)

Chapter 1: "What is New Media?" (p 18-61)

In Hellekson, K. and Busse, K. eds., 2014. *The fan fiction studies reader*. University of Iowa
Press.
(digital access through University Library)

Chapter 6. Sara Gwenllian Jones, The Sex Lives of Cult Television
Characters. (pp.116-127.) 11s

In Coppa, Francesca. 2017. *The Fanfiction Reader.* Ann Arbor: University of Michigan Press.
(Litteraturkiosken – will be available soon)

- Introduction: Five Things That Fanfiction Is, and One Thing It Isn't. (p. 1-17) 17s
- The Detective's Tale. (p.193-197) 7s

Online:

- Speranza. 2011. *Subliminal*. [online] Archive of Our Own. Available
at: https://archiveofourown.org/works/168662