

Digital Culture and Game Studies Standardized Exam Bibliography

Winter 2024; next revision Winter 2027

Histories of Digital Media

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4. Paul Ceruzzi & Thomas Haigh, *A New History of Modern Computing* (MIT 2021)
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6. Paul Edwards, *The Closed World: Computers and the Politics of Discourse in Cold War America* (MIT 1997)
7. Jacob Gaboury, *Image Objects: An Archaeology of Computer Graphics* (MIT Press, 2022)
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10. Mar Hicks, *Programmed Inequality: How Britain Discarded Women Technologists and Lost Its Edge in Computing* (MIT Press, 2018)
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12. Marshall McLuhan, *Understanding Media* (MIT 1994)
13. Eden Medina, *Cybernetic Revolutionaries: Technology and Politics in Allende's Chile* (MIT 2011)
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Digital Cultures and Networks

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21. Finn Brunton, *Spam: A Shadow History of the Internet* (MIT Press 2013)
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23. Katherine Hayles, *How We Became Posthuman* (Univ of Chicago 1999)
24. Donna Haraway, "The Cyborg Manifesto", *Simians, Cyborgs and Women* (Routledge 1991)
25. Kara Keeling, "Queer OS," *Cinema Journal* 53:2 (winter 2014), 152-157
26. Peter Krapp, *Noise Channels. Glitch and Error in Digital Culture* (University of Minnesota 2011)
27. Lisa Nakamura, *Race after the Internet* (Routledge 2012)
28. Safiya Noble, *Algorithms of Oppression* (NYU 2018)
29. Susanna Paasonen, *Carnal Resonance: Affect and Online Pornography* (MIT 2011)

30. Precarity Lab, *Technoprecarious* (Goldsmiths 2020)
31. Rita Raley, *Tactical Media* (Univ of Minnesota 2009)
32. David Roh, Betsy Huang, and Greta Niu eds, *Techno-Orientalism: Imagining Asia in Speculative Fiction, History, and Media* (Rutgers University 2015)
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34. Tiziana Terranova, *Network Culture* (Pluto 2004)

Gaming

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