
Table of Contents

Figures and Tables.....	xi
Acknowledgments.....	xiii

Introduction.....	xv
<i>Paul Messaris & Lee Humphreys</i>	

1 | DIGITAL IMAGES

1 Influences of Digital Imaging on the Concept of Photographic Truth.....	3
<i>Julianne H. Newton</i>	
2 Viewers' Awareness of Digital F/X in Movies	15
<i>Paul Messaris</i>	
3 The End of Digital Special Effects	29
<i>Stephen Prince</i>	
4 Photographs and the Presentation of Self through Online Dating Services	39
<i>Lee Humphreys</i>	
5 Hypericons: Famous News Images in the Internet-Digital-Satellite Age	51
<i>David Perlmutter</i>	

2 | COMPUTERS + MUSIC

6 Music Of My Own? The Transformation from Usage Rights to Usage Privileges in Digital Media	67
<i>Lemi Baruh</i>	
7 Using Computers to Create Music	79
<i>Rodney Whittenberg</i>	
8 Music + Digital Culture: New Forms of Consumption and Commodification.....	87
<i>Timothy D. Taylor</i>	
9 What's Digital in Digital Music?l.....	95
<i>Jonathan Sterne</i>	
10 "Everybody Needs a 303, Everybody Loves a Filter": electronic Dance Music and the Aesthetics of Obsolescence	111
<i>Mark J. Butler</i>	

3 | THE ELECTRONIC WORD

11 The Hazards of Always Being in Touch: A Walk on the Dark Side
with the Cell Phone.....121
Paul Levinson

12 Phenomenological Understanding of Social Responses
to Synthesized Speech.....127
Kwan Min Lee

13 Rhetoric on the Web..... 139
Barbara Wamick

14 The Future of Publishing in the Digital Age.....147
Sidney E. Berger

15 The Past, Present, and Future of Immersive and Extractive E-books.....159
Alex Brymer Humphreys

4 | VIDEO GAMES

16 Learning by Design: Good Video Games as Learning Machines..... 173
James Paul Gee

17 On the Fiiture of Video Games187
Mark J. P. Wolf

18 Gaming Pink: Gender and Structure in The Sims Online197
Jennifer Stromer-Galley & Rosa Leslie Mikeal

19 The Cognitive Neuroscience of Video Games 211
C. Shawn Green & Daphne Bavelierl

20 Would the Great and Mighty Oz Play Doom? : A Look Behind the
Ciirtain of Violent Video Game Research.....225
John L. Sherry

21 Motivated Cognition: The Influence of Appetitive and Aversive
Activation on the Processing of Video Games237
Annie Lang

5 | NEW DIGITAL MEDIA: FROM VIRTUAL TO REAL

22 Transformed Social Interaction in Collaborative Virtual Environments255
Jeremy N. Hailenson

23 Simulating the Sense of Touch in Virtual Environments:
Applications to Learning in the Health Sciences.....265
Margaret L. McLaughlin

24 Inhabitable Interfaces275
Jeffrey Huang

25 The Role of Social Navigation and Context in Ubiquitous Compiiting 287
Geri Gay

26 Human-Robot Interaction Recent Experiments and Future Work 299
Cory D. Kidd

27 First Ericouiters with Kismet and Cog:
Children Respond to Relational Artifacts..... 313
Sherry Turkle, Cynthia Breazeal, Olivia Dasté, Brian Scassellati

Contributors 331