Primary Texts (19)

Experimental Fiction

Ficciones — Jorge Luis Borges (1944)
Exercises in Style — Raymond Queneau (1947)
Pale Fire — Vladimir Nabokov (1962)
Composition No. 1 — Marc Saporta (1962)
If on a Winter’s Night a Traveler — Italo Calvino (1979)
60 Stories — Donald Barthelme (1981)
Only Revolutions — Mark Danielewski (2006)

Games in Literature

The Glass Bead Game — Herman Hesse (1943)
The Game-Players of Titan — Philip K. Dick (1963)
The Player of Games — Iain M. Banks (1988)
The Broken World — Tim Etchells (2008)

Poetry

No. 111 2.7.93-10.20.96 — Kenneth Goldsmith (1997)
Eunoia — Christian Bok (2001)

Digital Works

Galatea — Emily Short (2000)
A is for Apple — David Clark (2002)
Inanimate Alice — Kate Pullinger (2012-2014)
Critical Texts (21)

New Media Theory /Software Studies

*The Language of New Media* — Lev Manovich (2001)


Graphic Design and Visualization


*Maeda @ Media* — John Maeda (2000)

*Thinking with Type* — Ellen Lupton (2010)

*Graphesis: Visual Forms of Knowledge Production* — Johanna Drucker (2014)

Algorithmic Reading/Writing

*Does Writing Have A Future?* — Vilem Flusser (2011)

*Reading Machines: Toward an Algorithmic Criticism* — Stephen Ramsay (2011)

*Macroanalysis* — Matthew Jockers (2013)

*Distant Reading* — Franco Moretti (2013)

Game / Video Game Theory

*Homo Ludens: A Study of the Play-Element in Culture* — Johan Huizinga (1938)

*Man, Play and Games* — Roger Callois (1961)


*Unit Operations: An Approach to Videogame Criticism* — Ian Bogost (2008)