Allison Hegel

Data, Visualization, Algorithms, Non-Linear Narrative

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)

Hard-Boiled Wonderland and the End of the World — Haruki Murakami (1985)

Oulipo: A Primer of Potential Literature — Warren F. Motte, Jr. (1986)

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)

Sleeping with the Dictionary — Harryette Mullen (2002)

Digital Works

Galatea — Emily Short (2000)

A is for Apple — David Clark (2002)

Inanimate Alice — Kate Pullinger (2012-2014)

Critical Texts (21)

<u>New Media Theory /Software Studies</u>

The Language of New Media — Lev Manovich (2001)

The Laws of Cool: Knowledge Work and the Culture of Information — Alan Liu (2004)

Cutting Code: Software and Sociality — Adrian Mackenzie (2006)

Racing the Beam: The Atari Video Computer System — Nick Montfort and Ian Bogost (2009)

Expressive Processing: Digital Fictions, Computer Games, and Software Studies — Noah Wardrip-Fruin (2009)

Form+Code in Design, Art, and Architecture — Casey Reas (2010)

<u>Graphic Design and Visualization</u>

Semiology of Graphics: Diagrams, Networks, Maps — Jacques Bertin (1967)

The Visual Display of Quantitative Information — Edward Tufte (1983)

Maeda @ Media — John Maeda (2000)

Thinking with Type — Ellen Lupton (2010)

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

<u>Algorithmic Reading/Writing</u>

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)

<u>Game / Video Game Theory</u>

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

Man, Play and Games — Roger Callois (1961)

Twisty Little Passages: An Approach to Interactive Fiction — Nick Montfort (2005)

Gamer Theory — McKenzie Wark (2007)

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

Half-Real: Video Games between Real Rules and Fictional Worlds — Jesper Juul (2011)