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Theories of Narrative and Media

This list represents an overview of developments in theories of narrative and media. The readings for each respective heading have been considered both on their own and in relation to one another to form distinct intellectual histories which have sublimated in a manner that contributes to the state of the field today. The list in narrative theory shows developments in narrative and its transition from an object of study specific to literature to one that can be interrogated from a number of perspectives not limited to the humanities. Once viewed as a structure that characterizes literature—and subsequently other media like film or video games—narrative is now tied to human cognition, a development that nevertheless has profound implications related to media. The list in media theory details a history of the ways in which technologies are used as a tool for understanding fiction and, likewise, the ways in which our schemas for understanding fiction are increasingly invoked via our interactions with new forms of media such as interactive fiction and video games. Accordingly, the list presents an overview of major investigations into narrative media though there is a specific focus on digital media and ideas of how technology frames a medium. A chronologically ordered list weaves these intellectual histories together and shows the development of narrative theory and its increasingly cognitive nature is tied to the development of media theory. Certain theories of narrative have bolstered investigations of new forms of fictional media while these new media have, in turn, forced a reconsideration of previous limitations in theories of narrative. Cognitive theories of narrative attempt to find transmedial ground in which broader claims about narrative and cognition might be maintained both because of *and* despite difference in questions of medium and their role in mediating narrative *vis-à-vis* cognition.

Narrative Theory:

1. S/Z—Barthes (1970)

2. Story and Discourse—Chatman (1978)

3. Transparent Minds—Cohn (1978)

4. Narrative Discourse—Genette (1980)

5. The Rhetoric of Fiction—Booth (1983)

6. Time and Narrative, vol. 2 —Ricoeur (1985)

7. Narratology—Bal (1985)

8. Fictional Worlds—Pavel (1986)

9. The Content of the Form, chs. 1, 2, 7—White (1987)

10. Possible Worlds, Artificial Intelligence, and Narrative Theory, Part I (chs. 1-5)—Ryan (1991)

11. Possible Worlds in Literary Theory—Ronen (1994)

12. Tell Me a Story, chs. 1, 3, 8—Schank (1995)

13. Towards a 'Natural' Narratology—Fludernik (1996)

14. Story Logic—Herman (2002)

    a. Storytelling and the Sciences of Mind (2013)

15. Fictional Minds chs. 4, 5, 6—Palmer (2004)

16. Spaces of the Mind chs. Intro, 1, 2—Jahner (2004)

17. Why We Read Fiction: Theory of Mind and the Novel—Zunshine (2006)

18. The Science of Stories—László (2008)

19. Affective Narratology—Hogan (2011)

Media Theory:

20. "The Work of Art in the Age of Mechanical Reproduction"--Benjamin (1936)

21. Understanding Media—Luhmann (1964)

22. Image, Music, Text—Barthes (1977)

23. Orality and Literacy—Ong (1982)

24. Technics and Time, vol. 1, Part 1—Stiegler (1994)

25. Cybertext: Perspectives on Ergodic Literature—Aarseth (1997)

26. Hamlet on the Holodeck—Murray (1998)

27. Gramophone, Film, Typewriter—Kittler (1999)

28. The Language of New Media—Manovich (2001)

29. Half-Real—Juul (2005)

30. Writing Machines (2002)

    a. My Mother was a Computer—Hayles (2005)

b. How we Think: Digital Media and Technogenesis (2012)

31. Gamer Theory—Wark (2007)

32. Convergence Culture—Jenkins (2006)

33. Avatars of Story—Ryan (2006)

Chronological Ordering:

1. "The Work of Art in the Age of Mechanical Reproduction"--Benjamin (1936)

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5. Transparent Minds—Cohn (1978)

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