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|-----------|---|------------|------------|------------|
| 1 | Revision | | | |
| | Date: 09.19.13 | | | |
| | M. Novak | | | |
| | Subjects: Complexity (Philosophy), Computational Aesthetics, Computational Design/Geometry /Space, Digital Performance & Virtual Art | | | |
| | (Total:) | 222 | 176 | 398 |
| | Book Chapters: <----- | | | |
| 1 | A New Kind of Science (Stephen Wolfram) | | | |
| | Ch. 10 Processes of Perception and Analysis pp. 620 - 635 (15) (a section of Ch.) | 15 | * | |
| 2 | Complexity: A Guided Tour (Melanie Mitchell) | | | |
| | Ch. 07 Defining and Measuring Complexity pp. 95-111 (16) | 16 | * | |
| 3 | Aesthetic Computing (Paul A. Fishwick) | | | |
| | Ch. 3 A Forty-Year Perspective on Aesthetic Computing in the Leonardo Journal (Roger F. Malina) pp. 43-52 (09) | 9 | * | |
| 4 | Computational Design Thinking (Achim Menges & Sean Ahlquist) | | | |
| | Introduction: Computational Design Thinking (Achim Menges & Sean Ahlquist) pp. 10-29 (19) | 19 | * | |
| 5 | Computational Design Thinking (Achim Menges & Sean Ahlquist) | | | |
| | Real Virtuality (Manuel Delanda) pp. 142-149 (07) | | | 7 |
| 6 | Virtual Art: From Illusion to Immersion (Oliver Grau) | | | |
| | Introduction (Oliver Grau) Ch. 01 pp. 2 - 23 (21) | 21 | * | |
| 7 | Virtual Art: From Illusion to Immersion (Oliver Grau) | | | |
| | Intermedia Stages of Virtual Reality in the Twentieth Century: Art as Inspiration of Evolving Media (Oliver Grau) Ch. 04 pp. 140 - 190 (50) | | | 50 |
| 8 | Virtual Art: From Illusion to Immersion (Oliver Grau) | | | |
| | Evolution (Genetic Art: Christa Sommerer and Laurent Mignonneau) (Oliver Grau) Ch. 08 pp. 296 - 336 (40) | | | 40 |
| 9 | Digital Performance: A History of New Media in Theater, Dance, Performance Art, And Installation (Steve Dixon) | | | |
| | IV. Space: Virtual Reality: The Search for Immersion Ch. 15 pp. 363 - 394 (31) | 31 | * | |
| 10 | Digital Performance: A History of New Media in Theater, Dance, Performance Art, And Installation (Steve Dixon) | | | |
| | IV. Space: Liquid Architectures and Site-Specific Fractures in Reality Ch. 16 pp. 395 - 418 (23) | | | 23 |
| 11 | The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) | | | |
| | Reintroduction: Vehicles for the Spatial Fourth Dimension in the 1970s and 1980s: Expanded Cinema and New Media; Computer Graphics and String Theory pp. 65 - 76 (12) | 12 | * | |
| 12 | The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) | | | |
| | Reintroduction: The 1990s: From Hyperspace to Cyberspace and Marcos Novak's Digital Architecture; New Developments in String Theory pp. 79 - 91 (12) | 12 | * | |
| 13 | Media Art Histories (Oliver Grau) | | | |
| | I. Origins: Evolution versus Revolution: It Is Forbidden Not to Touch: Some Remarks on the (Forgotten Parts of the) History of Interactivity and Virtuality (Peter Weibel) Ch. 03 pp. 21 - 41 (20) | 20 | * | |
| 14 | Media Art Histories (Oliver Grau) | | | |
| | I. Origins: Evolution versus Revolution: Remember the Phantasmagoria! Illusion Politics of the Eighteenth Century and Its Multimedial Afterlife (Oliver Grau) Ch. 07 pp. 135 - 161 (26) | | | 26 |
| 15 | Media Art Histories (Oliver Grau) | | | |
| | II. Machine-Media-Exhibition: The Passage from Material to Interface (Louise Poissant) Ch. 12 pp. 229 - 250 (21) | 21 | * | |
| 16 | Media Art Histories (Oliver Grau) | | | |
| | III. Pop Meets Science: Projecting Minds (Ron Burnett) Ch. 15 pp. 309 - 337 (28) | 28 | * | |
| 17 | Media Art Histories (Oliver Grau) | | | |
| | IV. Image Science: Projection: Vanishing and Becoming (Sean Cubitt) Ch. 20 pp. 407 - 422 (15) | | | 15 |
| 18 | Media Art Histories (Oliver Grau) | | | |
| | IV. Image Science: Picturing Uncertainty: From Representation to Mental Representation (Barbara Maria Stafford) Ch. 22 pp. 453 - 468 (15) | | | 15 |
| | (Subtotal: =) | 204 | | 176 |
| | Articles and/or Journals: <----- | | | |
| 19 | The Scientific and Philosophical Scope of Artificial Life (Mark Bedau) | | | |
| | pp. 1-11 (11) | 11 | | |
| 20 | What is computation? Biological Computation (Melanie Mitchell) | | | |
| | ACM Ubiquity Symposium pp. 1-7 (07) | 7 | | |
| | (Subtotal: =) | 18 | | 0 |

Key

Books

- Historical /Art & Technology*
- Historical / Technology & Theory*
- Computation / Architectural Design History & Theory*
- Complexity / Science & Theory*
- Philosophy /History & Theory*

Articles and/or Journals

- Computation / Science & Theory*

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| 1 | A New Kind of Science (Stephen Wolfram) Ch. 10 Processes of Perception and Analysis pp. 620 - 635 (15) (a section of Ch.) | 15 |
| 2 | Complexity: A Guided Tour (Melanie Mitchell) Ch. 07 Defining and Measuring Complexity pp. 95-111 (16) | 16 |
| 3 | Aesthetic Computing (Paul A. Fishwick) Ch. 3 A Forty-Year Perspective on Aesthetic Computing in the Leonardo Journal (Roger F. Malina) pp. 43-52 (09) | 9 |
| 4 | Computational Design Thinking (Achim Menges & Sean Ahlquist) Introduction: Computational Design Thinking (Achim Menges & Sean Ahlquist) pp. 10-29 (19) | 19 |
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| 6 | Virtual Art: From Illusion to Immersion (Oliver Grau) Introduction (Oliver Grau) Ch. 01 pp. 2 - 23 (21) | 21 |
| 7 | Virtual Art: From Illusion to Immersion (Oliver Grau) Intermedia Stages of Virtual Reality in the Twentieth Century: Art as Inspiration of Evolving Media (Oliver Grau) Ch. 04 pp. 140 - 190 (50) | 50 |
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| 11 | The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Vehicles for the Spatial Fourth Dimension in the 1970s and 1980s: Expanded Cinema and New Media; Computer Graphics and String Theory pp. 65 - 76 (12) | 12 |
| 12 | The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: The 1990s: From Hyperspace to Cyberspace and Marcos Novak's Digital Architecture; New Developments in String Theory pp. 79 - 91 (12) | 12 |
| 13 | Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: It Is Forbidden Not to Touch: Some Remarks on the (Forgotten Parts of the) History of Interactivity and Virtuality (Peter Weibel) Ch. 03 pp. 21 - 41 (20) | 20 |
| 14 | Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: Remember the Phantasmagoria! Illusion Politics of the Eighteenth Century and Its Multimedial Afterlife (Oliver Grau) Ch. 07 pp. 135 - 161 (26) | 26 |
| 15 | Media Art Histories (Oliver Grau) II. Machine-Media-Exhibition: The Passage from Material to Interface (Louise Poissant) Ch. 12 pp. 229 - 250 (21) | 21 |
| 16 | Media Art Histories (Oliver Grau) III. Pop Meets Science: Projecting Minds (Ron Burnett) Ch. 15 pp. 309 - 337 (28) | 28 |
| 17 | Media Art Histories (Oliver Grau) IV. Image Science: Projection: Vanishing and Becoming (Sean Cubitt) Ch. 20 pp. 407 - 422 (15) | 15 |
| 18 | Media Art Histories (Oliver Grau) IV. Image Science: Picturing Uncertainty: From Representation to Mental Representation (Barbara Maria Stafford) Ch. 22 pp. 453 - 468 (15) | 15 |
| | (Subtotal: =) | 380 |
| | Articles and/or Journals: <----- | |
| 19 | The Scientific and Philosophical Scope of Artificial Life (Mark Bedau) pp. 1-11 (11) | 11 |
| 20 | What is computation? Biological Computation (Melanie Mitchell) ACM Ubiquity Symposium pp. 1-7 (07) | 7 |
| | (Subtotal: =) | 18 |

| | |
|--|-----|
| Date: 06.20.13 | |
| M. Novak | |
| Subjects: Complexity (Philosophy), Computational Aesthetics & Computational Design (Futures) | |
| (Total:) | 193 |
| Book Chapters: <----- | |
| 1 A New Kind of Science (Stephen Wolfram) Ch. 10 Processes of Perception and Analysis pp. 620 - 635 (15) (a section of Ch.) | 15 |
| 2 A New Kind of Science (Stephen Wolfram) Ch. 12 The Principle of Computational Equivalence pp. 822 - 646 (24) (a section of Ch.) | 24 |
| 3 Complexity: A Guided Tour (Melanie Mitchell) Ch. 07 Defining and Measuring Complexity pp. 95-111 (16) | 16 |
| 4 Complexity: A Guided Tour (Melanie Mitchell) Ch. 08 Self-Reproducing Computer Programs pp. 115-126 (11) | 11 |
| 5 Complexity: A Guided Tour (Melanie Mitchell) Ch. 12 Information Processing in Living Systems pp. 169-185 (16) | 16 |
| 6 Aesthetic Computing (Paul A. Fishwick) Ch. 1 An Introduction to Aesthetic Computing (Paul A. Fishwick) pp. 3-27 (24) | 24 |
| 7 Aesthetic Computing (Paul A. Fishwick) Ch. 3 A Forty-Year Perspective on Aesthetic Computing in the Leonardo Journal (Roger F. Malina) pp. 43-52 (09) | 9 |
| 8 Aesthetic Computing (Paul A. Fishwick) Ch. 9 From the Poesy of Programming to Research as Art Form (Laurent Mignonneau and Christa Sommerer) pp. 169-183 (14) | 14 |
| 9 Computational Design Thinking (Achim Menges & Sean Ahlquist) Introduction: computational Design Thinking (Achim Menges & Sean Ahlquist) pp. 10-29 (19) | 19 |
| 10 Computational Design Thinking (Achim Menges & Sean Ahlquist) Real Virtuality (Manuel Delanda) pp. 142-149 (07) | 7 |
| 11 Finite and Infinite Games: A Vision of Life as Play and Possibility (James P. Carse) Ch. 05 pp. 117-137 (20) | 20 |
| (Subtotal: =) | 175 |
| Articles and/or Journals: <----- | |
| 12 The Scientific and Philosophical Scope of Artificial Life (Mark Bedau) pp. 1-11 (11) | 11 |
| 13 What is computation? Biological Computation (Melanie Mitchell) ACM Ubiquity Symposium pp. 1-7 (07) | 7 |
| (Subtotal: =) | 18 |

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|---|-----|
| (TBD) <----- | |
| (Total:) - [A - T] | 323 |
| A A New Kind of Science (Stephen Wolfram) Ch. 08 Implications for Everyday Systems pp. 363 - 432 (69) (a section of Ch.) | 69 |
| B A New Kind of Science (Stephen Wolfram) Ch. 10 Processes of Perception and Analysis pp. 547 - 597 (50) (a section of Ch.) | 50 |
| C Speciation Transvergence, Allogenesis: Notes on the Production of the Alien (Marcos Novak) (2002) pp. 63-71 (08) | 8 |
| D Transmitting Architecture Revisited: on Occasion of the UIA World Congress 2008 (Marcos Novak) (2008) pp. 74 - 81 (07) | 7 |
| E transArchitecture: Building The Edge Of Thought (Marcos Novak) (1996) pp. 1 - 22 (22) | 22 |
| F TRANSARCHITECTURES AND HYPERSURFACES: Operations of Transmodernity (Marcos Novak) (2001) pp. 152-157 (05) | 5 |
| G The Origins of Pattern Theory: The Future of the Theory, and the Generation of a Living World (Christopher Alexander) IEEE Software Vol. 16, No. 5 September/October 1999 pp. 70-82 (08) | 8 |
| H Aesthetic Computing (Paul A. Fishwick) Ch. 18 Tertiary Artifacts at the Interface (Olav W. Bertelsen) pp. 357-367 (10) | 10 |
| I Aesthetic Computing (Paul A. Fishwick) Ch. 20 Articulating the Use Qualities of Digital Designs (Jonas Lowgren) pp. 383-403 (20) | 20 |
| J Computational Design Thinking (Achim Menges & Sean Ahlquist) On the Theory of Transformations, or the Comparison of Related Forms (D'Arcy Wentworth Thompson) pp. 32-41 (09) | 9 |
| K Computational Design Thinking (Achim Menges & Sean Ahlquist) Systems Generating Systems (Christopher Alexander) pp. 58-67 (09) | 9 |
| L Computational Design Thinking (Achim Menges & Sean Ahlquist) Constrained Generating Procedures (John Holland) pp. 131-141 (10) | 10 |
| M Computational Design Thinking (Achim Menges & Sean Ahlquist) A Natural Model for Architecture (John Frazer) pp. 149-157 (08) | 8 |
| N Powers of Horror: An Essay on Abjection (Julia Kristeva) pp. 1-31 (31) | 31 |
| (Subtotal:) | 266 |

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| ADD | |
| (Total:) | 57 |
| O (Synthetic) Life Architectures: Ramifications and Potentials of a Literal Biological Paradigm for Architectural Design (Achim Menges) Special Issue: Techniques and Technologies in Morphogenetic Design. Vol. 76 Issue 2 March/April 2006 pp. 18-25 (08) | 8 |
| P Artificial Life (Mark Bedau) pp. 595-613 (18) | 18 |
| Q Transmitting Architecture: The Transphysical City 1996 (Marcos Novak) pp. 1-13 (13) | 13 |
| R Marcos Novak, "Liquid Architectures in Cyberspace", Cyberspace: First Steps, 1991 (Marcos Novak) pp. 1-2 (02) | 2 |
| S Art and Artificial Life -- a Primer (Simon Penny) pp. 1-10 (10) | 10 |
| T Aesthetics and Inspiration for Visualization Design: Bridging the Gap between Art and Science (Greg Judelman) pp. 1-6 (06) | 6 |
| (Subtotal:) | 57 |

| | |
|--|-----|
| Date: 09.15.13 | |
| ADDENDUM | |
| (Total: a1 - a24) | 452 |
| a1 Artificial Life: An Overview (Christopher Langton) Artificial Life as a Tool for Biological Inquiry (Charles Taylor & David Jefferson) pp. 1 - 13 (13) | 13 |
| a2 Artificial Life: An Overview (Christopher Langton) Artificial Life as Philosophy (Daniel Dennett) pp. 291 - 292 (2) | 2 |
| a3 Artificial Life: An Overview (Christopher Langton) Why Do We Need Artificial Life? (Eric W. Bonabeau and G. Theraulaz) pp. 303 - 325 (22) | 22 |
| a4 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: The View from the Twenty-First Century pp. 1 - 15 (15) | 15 |
| a5 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Vehicles for the Spatial Fourth Dimension in the 1970s and 1980s: Expanded Cinema and New Media, Computer Graphics and String Theory pp. 65 - 76 (12) | 12 |
| a6 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Vehicles for the Spatial Fourth Dimension in the 1970s and 1990s: The Four-Dimensional Art of Tony Robbin pp. 76 - 79 (04) | 4 |
| a7 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: The 1990s: From Hyperspace to Cyberspace and Marcos Novak's Digital Architecture, New Developments in String Theory pp. 79 - 91 (12) | 12 |
| a8 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Concluding Thoughts pp. 91 - 96 (06) | 6 |
| a9 Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: It Is Forbidden Not to Touch: Some Remarks on the (Forgotten Parts of the) History of Interactivity and Virtuality (Peter Weibel) Ch. 03 pp. 21 - 41 (20) | 20 |
| a10 Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: Twin-Touch-Test-Redux: Media Archaeological Approach to Art, Interactivity, and Tactility (Erkki Huhtamo) Ch. 05 pp. 71 - 101 (30) | 30 |
| a11 Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: Remember the Phantasmagoria! Illusion Politics of the Eighteenth Century and its Multimedial Afterlife (Oliver Grau) Ch. 07 pp. 135 - 161 (26) | 26 |
| a12 Media Art Histories (Oliver Grau) II. Machine-Media Exhibition: The Automatization of Figurative Techniques: Toward the Autonomous Image (Edmond Couchot) Ch. 09 pp. 181 - 191 (10) | 10 |
| a13 Media Art Histories (Oliver Grau) II. Machine-Media Exhibition: Image, Process, Performance, Machine: Aspects of an Aesthetics of the Machinic (Andreas Broeckmann) Ch. 10 pp. 193 - 205 (12) | 12 |
| a14 Media Art Histories (Oliver Grau) II. Machine-Media Exhibition: The Passage from Material to Interface (Louise Poissant) Ch. 12 pp. 229 - 250 (21) | 21 |
| a15 Media Art Histories (Oliver Grau) III. Pop Meets Science: Projecting Minds (Ron Burnett) Ch. 15 pp. 309 - 337 (28) | 28 |
| a16 Media Art Histories (Oliver Grau) IV. Image Science: Image, Meaning, and Discovery (Felice Franke) Ch. 18 pp. 383 - 394 (11) | 11 |
| a17 Media Art Histories (Oliver Grau) IV. Image Science: Projection: Vanishing and Becoming (Sean Cubitt) Ch. 20 pp. 407 - 422 (15) | 15 |
| a18 Media Art Histories (Oliver Grau) IV. Image Science: Picturing Uncertainty: From Representation to Mental Representation (Barbara Maria Stafford) Ch. 22 pp. 453 - 468 (15) | 15 |
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| a20 Virtual Art: From Illusion to Immersion (Oliver Grau) Intermedia Stages of Virtual Reality in the Twentieth Century: Art as Inspiration of Evolving Media (Oliver Grau) Ch. 04 pp. 140 - 190 (50) | 50 |
| a21 Virtual Art: From Illusion to Immersion (Oliver Grau) Evolution (Genetic Art: Christa Sommerer and Laurent Mignonneau) (Oliver Grau) Ch. 08 pp. 296 - 336 (40) | 40 |
| a22 Virtual Art: From Illusion to Immersion (Oliver Grau) Perspectives (Oliver Grau) Ch. 09 pp. 338 - 351 (13) | 13 |
| a23 Digital Performance: A History of New Media in Theater, Dance, Performance Art, And Installation (Steve Dixon) IV. Space: Virtual Reality: The Search for Immersion Ch. 15 pp. 363 - 394 (31) | 31 |
| a24 Digital Performance: A History of New Media in Theater, Dance, Performance Art, And Installation (Steve Dixon) IV. Space: Liquid Architectures and Site-Specific Fractures in Reality Ch. 16 pp. 395 - 418 (23) | 23 |
| (Subtotal:) | 452 |

1

Date: 06.20.13

M. Novak

Subjects: Complexity (Philosophy), Computational Aesthetics & Computational Design (Futures)

(Total:)

193

Book Chapters: <-----

| | | | |
|------|----|--|----|
| * 1 | 1 | A New Kind of Science (Stephen Wolfram) Ch. 10 Processes of Perception and Analysis pp. 620 - 635 (15) (a section of Ch.) | 15 |
| * 2 | 2 | Ch. 12 The Principle of Computational Equivalence pp. 822 - 646 (24) (a section of Ch.) | 24 |
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| * 4 | 4 | Complexity: A Guided Tour (Melanie Mitchell) Ch. 08 Self-Reproucing Computer Programs pp. 115-126 (11) | 11 |
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| 11 | 11 | Finite and Infinite Games: A Vision of Life as Play and Possibility (James P. Carse) Ch. 05 pp. 117-137 (20) | 20 |

(Subtotal: =)

175

Articles and/or Journals: <-----

| | | | |
|------|----|---|----|
| * 12 | 12 | The Scientific and Philosophical Scope of Artificial Life (Mark Bedau) pp. 1-11 (11) | 11 |
| * 13 | 13 | What is computation? Biological Computation (Melanie Mitchell) ACM Ubiquity Symposium pp. 1-7 (07) | 7 |

(Subtotal: =)

18

(TBD) <-----

(Total:) - | A - T |

323

| | | | |
|----|----------|---|----|
| 14 | A | A New Kind of Science (Stephen Wolfram) Ch. 08 Implications for Everyday Systems pp. 363 - 432 (69) (a section of Ch.) | 69 |
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| 26 | M | Computational Design Thinking (Achim Menges & Sean Ahlquist) A Natural Model for Architecture (John Frazer) pp. 149-157 (08) | 8 |
| 27 | N | Powers of Horror: An Essay on Abjection (Julia Kristeva) pp. 1-31 (31) | 31 |

(Subtotal:)

266

ADD

| | | | |
|----|----------|--|----|
| | | (Total:) | 57 |
| 28 | O | (Synthetic) Life Architectures: Ramifications and Potentials of a Literal Biological Paradigm for Architectural Design (Achim Menges) Special Issue: Techniques and Technologies in Morphogenetic Design: Vol. 76 Issue 2 March/April 2006 pp. 18-25 (08) | 8 |
| 29 | P | Artificial life (Mark Bedau) pp. 595-613 (18) | 18 |
| 30 | Q | Transmitting Architecture: The Transphysical City 1996 (Marcos Novak) pp. 1-13 (13) | 13 |
| 31 | R | Marcos Novak, 'Liquid Architectures in Cyberspace', Cyberspace: First Steps, 1991 (Marcos Novak) pp. 1-2 (02) | 2 |
| 32 | S | Art and Artificial Life – a Primer (Simon Penny) pp. 1-10 (10) | 10 |
| 33 | T | Aesthetics and Inspiration for Visualization Design: Bridging the Gap between Art and Science (Greg Judelman) pp. 1-6 (06) | 6 |

(Subtotal:)

57

| | | |
|------|---|-----|
| | (Total: a1 - a24) | 452 |
| * 34 | a1 Artificial Life: An Overview (Christopher Langton) Artificial Life as a Tool for Biological Inquiry (Charles Taylor & David Jefferson) pp. 1 - 13 (13) | 13 |
| * 35 | a2 Artificial Life: An Overview (Christopher Langton) Artificial Life as Philosophy (Daniel Dennett) pp. 291 - 292 (2) | 2 |
| 36 | a3 Artificial Life: An Overview (Christopher Langton) Why Do We Need Artificial Life? (Eric W. Bonabeau and G. Theraulaz) pp. 303 - 325 (22) | 22 |
| 37 | a4 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: The View from the Twenty-First Century pp. 1 - 15 (15) | 15 |
| * 38 | a5 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Vehicles for the Spatial Fourth Dimension in the 1970s and 1980s: Expanded Cinema and New Media; Computer Graphics and String Theory pp. 65 - 76 (12) | 12 |
| * 39 | a6 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Vehicles for the Spatial Fourth Dimension in the 1970s and 1990s: The Four-Dimensional Art of Tony Robbin pp. 76 - 79 (04) | 4 |
| * 40 | a7 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: The 1990s: From Hyperspace to Cyberspace and Marcos Novak's Digital Architecture; New Developments in String Theory pp. 79 - 91 (12) | 12 |
| * 41 | a8 The Fourth Dimension and Non-Euclidean Geometry in Modern Art (Linda Dalrymple Henderson) Reintroduction: Concluding Thoughts pp. 91 - 96 (06) | 6 |
| * 42 | a9 Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: It Is Forbidden Not to Touch: Some Remarks on the (Forgotten Parts of the) History of Interactivity and Virtuality (Peter Weibel) Ch. 03 pp. 21 - 41 (20) | 20 |
| 43 | a10 Media Art Histories (Oliver Grau) I. Origins: Evolution versus Revolution: Twin-Touch-Test-Redux: Media Archaeological Approach to Art, Interactivity, and Tactility (Erkki Huhtamo) Ch. 05 pp. 71 - 101 (30) | 30 |
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| 45 | a12 Media Art Histories (Oliver Grau) II. Machine-Media-Exhibition: The Automatization of Figurative Techniques: Toward the Autonomous Image (Edmond Couchot) Ch. 09 pp. 181 - 191 (10) | 10 |
| 46 | a13 Media Art Histories (Oliver Grau) II. Machine-Media-Exhibition: Image, Process, Performance, Machine: Aspects of an Aesthetics of the Machinic (Andreas Broeckmann) Ch. 10 pp. 193 - 205 (12) | 12 |
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