

Ludica : Mediaography

INTRODUCTION

Ludica's mediaography is a uniquely comprised sampling of various books, published papers, games and related films we have collectively used to date for some of our research. The selection of books is contextualized around specific areas of interest, including *Games and Play Culture*, *Digital Media Culture*, *Grrrl Culture*, *Graphic Novels* and *Fine Art*. The *Film* selection highlights a few works that are specific to game culture or have elements of play woven into the narrative structure. This is a living document that will be continuously up-dated.

GAMES AND PLAY CULTURE

Ackerman, Diane (1999). [Deep Play](#). Vintage Books, New York, New York.

Adams, Ernest and Rollings, Andrew (2003). [Andrew Rollings and Ernest Adams on Game Design](#). New Riders Publishing, Indianapolis, Indiana.

Ayzenberg Group (2024). [The Art of the Game](#). Ayzenberg Group, Pasadena, California.

Berg, Christopher (2001). [aMAZEing Art: Wonders of the Ancient World](#). Harper-Collins Publishers, Inc., New York, New York.

Berlekamp, Elwyn (2000). [The Dots and Boxes Game: Sophisticated Child's Play](#). A.K. Peters, Natick, Massachusetts.

Björk, Staffan and Holopainen, Jussi (2004). [Patterns in Game Design](#). Charles River Media, Hingham, Massachusetts.

Blair, Dike and Duncan, Emma (2000). [Let's Entertain: Life's Guilty Pleasures](#). Walker Art Center, Minneapolis, Minnesota.

Borland, John and King, Brad (2003). [Dungeons and Dreamers: The Rise of Computer Game Culture from Geek to Chic](#). Osborne/McGraw-Hill, Berkeley, California.

Burnham, Van (2001). [Supercade: A Visual History of the Videogame Age 1971-1984](#). The MIT Press, Cambridge, Massachusetts.

Caillois, Roger and Barash, Meyer (2001). [Man, Play and Games](#). University of Illinois Press, Champaign, Illinois.

Ludica : Mediaography

Card, Orson Scott (1994). Ender's Game. Tom Doherty Associates, New York, New York.

Cassell, Justine & Jenkins, Henry (1998). From Barbie® to Mortal Kombat: Gender and Computer Games. The MIT Press, Cambridge, Massachusetts.

Cavallaro, Christina and Luu, Anita (2005). Mah-Jongg: from Shanghai to Miami Beach. Chronicle Books, San Francisco, California.

Choquet, David (2002). 1000 Game Heroes. Taschen, London, England.

Conway, John H. (2001). On Numbers and Games. A.K. Peters, Natick, Massachusetts.

Coupland, Douglas (1998). Lara's Book: Lara Croft and the Tomb Raider Phenomenon. Prima Publishing, Rocklin, California.

Crystal, David and Crystal, Ben (2005). The Shakespeare Miscellany. The Overlook Press, Woodstock, New York.

Darley, Andrew (2000). Visual Digital Culture: Surface Play and Spectacle in New Media Genres. Routledge, London, England.

David, F.N. (1998). Games, Gods and Gambling: A History of Probability and Statistics. Dover Publications, Inc., New York, New York.

DeKoven, Bernie (2004). Junkyard Sports. Human Kinetics Publishers.

DeKoven, Bernie (2002). The Well-Played Game: A Playful Path to Wholeness. Writers Club Press.

DeMaria, Rusel and Wilson, Johnny L. (2002). High Score! The Illustrated History of Electronic Games. Osborne/MacGraw Hill, Berkeley, California.

Destruct, Büro and Gielens, Jaro (2000). Electronic Plastic. Die Gestalten Verlag GmbH, Berlin, Germany.

Dorfman, Leonard and Ghosh, Narendra (1996). Developing Games That Learn. Manning Publications Co., Greenwich, Connecticut.

Druin, Allison and Hendler, James (2000). Robots for Kids: Exploring New Technologies for Learning. Morgan Kaufmann Publishers, San Francisco, California.

Ludica : Mediaography

Drummond, Michael (2000). Renegades of the Empire: A Tale of Success, Failure, and Other Dark Deeds Inside Fortress Microsoft. Three Rivers Press, New York, New York.

Eco, Umberto (1998). Foucault's Pendulum. The Ballentine Publishing Group, New York, New York.

Ernst, Bruno (1994). The Magic Mirror of M.C. Escher. Evergreen, USA.

Firth Roger and Kesserich, Sonja (2003). Inform Beginner's Guide: Second Edition. Interactive Fiction Library, St. Charles, Illinois.

Flower, Gary and Kurtz, Bill (1988). Pinball: The Lure of the Silver Ball. Chartwell Books, Seacaucus, New Jersey.

Fogel, David B. (2002). Blondie 24: Playing at the Edge of A.I. Morgan Kaufmann Publishers, San Francisco, California.

Friedl, Markus (2003). Online Game Interactivity Theory. Cahrls River Media, Inc., Hingham, Massachusetts.

Fluegelman, Andrew (1976). The New Games Book. Doubleday & Company, New York, New York.

Fullerton, Tracy & Swain, Christopher (2004). Game Design Workshop: Designing, Prototyping, and Playtesting Games. CMP Books, San Francisco, California.

Gaarder, Jostein (1996). The Solitaire Mystery. Penguin Putnam Inc., New York, New York.

Gee, James P. (2003). What Video Games Have to Teach Us About Learning and Literacy. Palgrave, New York, New York.

Gooding, Mel and Rothstein, Julian (2000). The Playful Eye. Chronicle Books, Can Francisco, California.

Graham, Dan and Hershman, Lynn (2001). Avatars and Others. Edith Russ Site for Media Art, Oldenberg, Germany.

Grossman, Austin (2003). Postmortems from Game Developer: Insights from the Developer's of Unreal Tournament, Black and White, Age of Empires and Other Top-Selling Games. CMP Books, San Francisco, California.

Herz, J.C. (1997). Joystick Nation: How Video Games Ate Our Quarters, Won Our Hearts, and Rewired Our Minds. Little, Brown & Co., Boston,

Ludica : Mediaography

Massachusetts.

Hesse, Herman (2002). The Glass Bead Game. Picador USA, New York, New York.

Hofer, Margaret (2003). The Games We Played. Princeton Architectural Press, New York, New York.

Hofstadter, Douglas R. (1985). Metamagical Themas: Questing for the Essence of Mind and Pattern. Basic Books, New York, New York.

Huizinga, Johan (1955). Homo Ludens: A Study of the Play Element in Culture. The Beacon Press, Boston, Massachusetts.

Immerso, Michael (2002). Coney Island: The People's Playground. Rutgers University Press, New Brunswick, New Jersey.

Japan Publications (1970). Hanafuda: The Flower Card Game. Nichibo Shuppan-Sha, Tokyo, Japan.

Jay, Rick (2003). Jay's Journal of Anomalies. W.W. Norton & Company, New York, New York.

King, Lucien (2002). Game On. Universe Publishing, New York, New York.

King, Lucien and Krzywinska, Tanya (2002). ScreenPlay. Wallflower Publishing Limited, London, England.

Kushner, David (2003). Masters of Doom: How Two Guys Created and Empire and Transformed Pop Culture. Random House, New York, New York.

Laurel, Brenda (2001). Utopian Entrepreneur. The MIT Press, Cambridge, Massachusetts.

Le Guin, Ursula K. (1979). The Language of the Night: Essays on Fantasy and Science Fiction. Berkeley Publishing Corporation, New York, New York.

Leonard, George (1975). The Ultimate Athlete. Viking Press, New York, New York.

Loftus, Elizabeth F. and Loftus, Geoffrey R. (1983). Mind at Play: The Psychology of Video Games. Basic Books, New York, New York.

Manson, Christopher (1985). Maze: Solve the World's Most Challenging Puzzle. Henry Holt and Company, New York, New York.

Ludica : Mediaography

Matison, Jimbo (2003). So Crazy Japanese Toys! Live Action TV Show Toys from the 1950's to Now. Chronicle Books, San Francisco, California.

Matthews, Kenneth (1958). British Chess. Collins Publishing, London, England.

Michlig, John (1998). GI Joe: The Complete Story of America's Favorite Man of Action. Chronicle Books, San Francisco, California.

Montfort, Nick (2003). Twisty Little Passages: An Approach to Interactive Fiction. The MIT Press, Cambridge, Massachusetts.

Mulligan, Jessica and Patrovsky, Bridgette (2003). Developing Online Games: An Insider's Guide. New Riders Publishing, Indianapolis, Indiana.

Myers, David (2003). The Nature of Computer Games: Play as Semiosis. Peter Lang Publishing, New York, New York.

Mylonas, Eric (2004). Dead or Alive: Ultimate Official Game Guide. Tecmo, Inc., Torrance, California.

Nelson, Graham and Rees, Gareth (2001). The Inform Designer's Manual, Fourth Edition. Interactive Fiction Library, St. Charles, Illinois.

Newborn, Monty (1997). Kasparov Versus Deep Blue: Computer Chess Comes of Age. Springer-Verlag, New York, New York.

Perron, Bernard and Wolf, Mark J.P. (2003). The Video Game Theory Reader. Routledge, New York, New York.

Pesce, Mark (2000). The Playful World: How Technology is Transforming Our Imagination. Ballentine Publishing Group, New York, New York.

Poole, Steven (2000). Trigger Happy: Videogames and the Entertainment Revolution. Arcade Publishing, Inc., New York, New York.

Rouse III, Richard (2001). Game Design: Theory and Practice. Woodward Publishing, Plano, Texas.

Salen, Katie & Zimmerman, Eric (2003). Rules of Play: Game Design Fundamentals. The MIT Press, Cambridge & London.

Saltzman, Marc (2000). Game Design: Secrets of the Sages. Brady Games Publishing, Indianapolis, Indiana.

Scholder, Amy & Zimmerman, Eric (2003). Replay: Game Design and Game

Ludica : Mediaography

Culture (New Literacies and Digital Epistemologies, V. 18). Peter Lang Publishing, New York, New York.

Sheff, David (1993). Game Over: How Nintendo Zapped an American Industry, Captured Your Dollars and Enslaved Your Children. Random House, New York, New York.

Sheldon, Lee (2004). Character Development and Storytelling for Games. Premier Press, Inc., New York, New York.

Siegel, Lee (2003). Love and Other Games of Chance: A Novelty. Viking Press, New York, New York.

Suits, Bernard & Newfeld, Frank (1978). The Grasshopper: Games, Life and Utopia. University of Toronto Press, Toronto, Ontario and Buffalo, New York.

Sutton-Smith, Brian (1997). The Ambiguity of Play. Harvard University Press, Cambridge, Massachusetts.

Takahashi, Dean (2002). Opening the Xbox: Inside Microsoft's Plan to Unleash an Entertainment Revolution. Prima Publishing, Roseville, California.

Tiffany, Daniel (2000). Toy Medium: Materialism and Modern Lyric. University of California Press, Berkeley, California.

Wardrip-Fruin, Noah and Harrigan, Pat (2004). First Person: New Media as Story, Performance, and Game. The MIT Press, Cambridge, Massachusetts.

Wolf, Mark. J. (2001). The Medium of the Video Game. University of Texas Press, Austin, Texas.

Yalom, Marilyn (2004). Birth of the Chess Queen: A History. Harper Collins Publishers, New York, New York.

DIGITAL MEDIA CULTURE

Aarseth, Espen J. (1997). Cybertext: Perspectives on Ergodic Literature. Johns Hopkins University Press, Baltimore, Maryland.

Jenkins, Henry and Thorburn, David (2003). Rethinking Media Change: The Aesthetics of Transition. The MIT Press, Cambridge, Massachusetts.

Jenkins, Henry (1992). Textual Poachers: Television Fans and Participatory Culture. Routledge, New York, New York.

Ludica : Mediaography

Johnson, Steven (1997). Interface Culture. Basic Books, New York, New York.

Kinder, Marsha (1999). Kid's Media Culture. Duke University Press, London, England.

Klein, Norman (1997). The History of Forgetting. Vero Classics, London, England.

Koolhaus, Rem (1994). Delirious New York A Retroactive Manifesto for Manhattan. The Monacelli Press, New York, New York.

Kruger, Barbara (1993). Remote Control. The MIT Press, Cambridge, Massachusetts.

Lancaster, Kurt (2001). Interacting with Babylon 5: Fan Performances in a Media Universe. University of Texas Press, Austin, Texas.

Laurel, Brenda (1993). Computers as Theater. Addison-Wesley, Boston, Massachusetts.

Laurel, Brenda (2003). Design Research: Methods and Perspectives. The MIT Press, Cambridge, Massachusetts.

Lunenfeld, Peter (1999). The Digital Dialectic: New Essays on New Media. The MIT Press, Cambridge, Massachusetts.

Maeda, John (2000). Maeda@Maeda. Universe Publishing, New York, New York.

Manovich, Lev (2001). The Language of New Media. The MIT Press, Cambridge, Massachusetts.

Mau, Bruce (2000). Life Style. Phaidon Press Limited, London, England.

McLuhan, Marshall and Fiore, Quentin (1996). The Medium is the Massage: An Inventory of Effects. Gingko Press, Corte Madera.

Murray, Janet (1999). Hamlet on the Holodeck: The Future of Narrative Cyberspace. The MIT Press, Cambridge, Massachusetts.

Pearce, Celia (1997). The Interactive Book: A Guide to the Interactive Revolution. Mac Millan Technical Publishing, Indianapolis, Indiana.

Ludica : Mediaography

Ross, David A. (2001). 01010101: Art in Technological Times. San Francisco Museum of Modern Art, San Francisco, California.

Schlossberg, Edwin (1998). Interactive Excellence: Defining and Developing New Standards for the Twenty-First Century. The Ballentine Publishing Group, New York, New York.

Schroeder, Ralph (2002). The Social Life of Avatars: Presence and Interaction in Shared Virtual Environments. Springer-Verlaag, New York, New York.

Shaw, Jeffrey and Weibel, Peter (2003). Future Cinema: The Cinematic Imaginary after Film. The MIT Press, Cambridge, Massachusetts.

Stafford, Barbara M. (2001). Devices of Wonder: From the World in Box to Images on a Screen. Getty Research Institute, Los Angeles, California.

Weibel, Peter & Druckrey, Timothy (1998). Net Condition: Art and Global Media. The MIT Press, Cambridge, Massachusetts.

GRRRL CULTURE

Armstrong, Elizabeth (2004). Girls' Night Out. Orange County Museum of Art, Newport Beach, California.

Ash, Russell (1989). Sir Lawrence Alma-Tadema. Harry N, Abrams, New York, New York.

Bird, Eugenie & Downton, David (2002). Fairie-Ality: The Fashion Collection. Candlewick Press, Cambridge, Massachusetts.

Booth, Austin and Flanagan, Mary (2002). Reload: Rethinking Women + Cyberculture. The MIT Press, Cambridge, Massachusetts.

Bowles, Hamish (2001). Jacqueline Kennedy: The White House Years / selections from the John F. Kennedy Library and Museum. The Metropolitan Museum of Art, New York, New York.

Brumberg, Joan Jacobs (1997). The Body Project: An Intimate History of American Girls. Random House, Inc., New York, New York.

Chadwick, Whitney (1985). Women Artists and the Surrealist Movement. Thames & Hudson, Inc., New York, New York.

Ludica : Mediaography

Collins, Gail (2003). America's Women: 400 Years of Dolls, Drudges, Helpmates and Heroines. Harper Collins Publishers, New York, New York.

Cowart, Jack, Hamilton, Juan and Greenough, Sarah (1987). Georgia O'Keeffe: Art and Letters. National Gallery of Art, Washington D.C.

Cruz, Amanda (1997). Cindy Sherman: Retrospective. Thames & Hudson Ltd., New York, New York.

Dalby, Andrew (2005). Venus: A Biography. Getty Publications, Los Angeles, California.

Davis, Deborah (2003). Strapless: John Singer Sargent and the Fall of Madame X. Penguin Group Inc., New York, New York.

De Beauvoir, Simone (1989). The Second Sex. Random House, New York, New York.

Dinesen, Isak (1979). Daguerreotypes and Other Essays. The University of Chicago Press, Chicago, Illinois.

Doonan, Simon (2004). Andy Warhol: Fashion. Chronicle Books, San Francisco, California.

Dumas, Firoozeh (2003). Funny in Farsi: A Memoir of Growing Up Iranian in American. Random House, Inc., New York, New York.

Etcoff, Nancy (1999). Survival of the Prettiest: The Science of Beauty. Random House, Inc., New York, New York.

Faludi, Susan (1991). Backlash: The Undeclared War Against American Women. Doubleday Dell Publishing Group, Inc., New York, New York.

Fletcher, Joann (2004). The Search for Nefertiti: The True Story of An Amazing Discovery. Harper Collins Publishers, New York, New York.

Getlein, Frank (1980). Mary Cassatt: Paintings and Prints. Abbeville Press, New York, New York.

Gambrell, Alice (1997). Women Intellectuals, Modernism and Difference: Transatlantic Culture, 1919-1945. Cambridge University Press, Cambridge, England.

Gilman, Charlotte Perkins (2001). The Man-Made World. Humanity Books, Amherst, New York.

Ludica : Mediaography

Greenfield, Lauren (2002). Girl Culture. Chronicle Books, San Francisco, California.

Haiken, Elizabeth (1997). Venus Envy: A History of Cosmetic Surgery. The Johns Hopkins University Press, Baltimore, Maryland.

Kahlo, Frida and Lowe, Sarah M. (2001). The Diary of Frida Kahlo: An Intimate Self-Portrait. Harry N. Abrams Inc., New York, New York.

Keller, Eva (2004). Lousie Bourgeois: Emotions Abstracted. Hatje Cantz Publishers, Germany.

Koda, Harold and Bolton, Andrew (2005). Chanel. The Metropolitan Museum of Art, New York, New York.

Lane, Ann J. (1980). The Charlotte Perkins Gilman Reader. Pantheon Books, New York, New York.

Lavoi, Greg and Mackie, Bob (2004). Barbie Loves L.A.: America's Favorite Doll Sees the Sites, Angel City Press, Los Angeles, California.

Leibovitz, Annie and Sontag, Susan (1999). Women. Random House, New York, New York.

Lightbown, Ronald (1989). Sandro Botticelli: Life and Work. Abbeville Publishing Group, New York, New York.

Lord, M.G. (1995). Forever Barbie: The Unauthorized Biography of a Real Doll. Avon Books, Inc., New York, New York.

Malloy, Judy (2003). Women, Art and Technology. The MIT Press, Cambridge, Massachusetts.

McDonough, Yona Zeldis (1999). The Barbie Chronicles. Simon & Schuster, New York, New York.

Molon, Dominic (1998). Mariko Mori. Museum of Contemporary Art, Chicago, Illinois.

Mucha, Sarah (2005). Alphonse Mucha. Frances Lincoln Ltd. London, England.

Mulvey, Laura (1989). Visual and Other Pleasures. Indiana University Press, Bloomington and Indianapolis.

Ludica : Mediaography

Nafisi, Azar (2003). Reading Lolita in Tehran: A Memoir in Books. Random House, Inc., New York, New York.

Nebehay, Christian M. (1994). Gustav Klimt: From Drawing to Painting. Harry N. Abrams, Inc., New York, New York.

Ono, Yoko (2000). Grapefruit. Simon & Schuster, New York, New York.

Ono, Yoko (2000). YES. Harry N. Abrams, Inc., New York, New York.

Ringgold, Faith (1998). Dancing at the Louvre: Faith Ringgold's French Collection and Other Story Quilts. University of California Press, Berkeley, California.

Rose, Phyllis (1993). The Norton Book of Women's Lives. W. W. Norton & Company, Inc., New York, New York.

Shandler, Sara (1999). Ophelia Speaks: Adolescent Girls Write Their Own Search for Self. Pantheon Books, New York, New York.

Smith, Elizabeth A.T. (2004). Lee Bontecou: A Retrospective. Museum of Contemporary Art Chicago, Chicago, Illinois.

Tenneson, Joyce (2002). Wise Women. Time Warner Book Group, New York, New York.

Trippi, Peter (2002). J. W. Waterhouse. Phaidon Press Inc., New York, New York.

Vreeland, Susan (2002). Girl in Hyacinth Blue: The Passion of Artemisia. Penguins Group, New York, New York.

Walker, Kara Elizabeth (2002). Kara Walker: Pictures From Another Time. The University of Michigan Museum of Art, Ann Arbor, Michigan.

Weitman, Wendy (2003). Kiki Smith: Prints, Books & Things. The Museum of Modern Art, New York, New York.

Wolf, Naomi (1991). The Beauty Myth: How Images of Beauty are Used Against Women. Harper-Collins Publishers, Inc., New York, New York.

Wolf, Sylvia (1998). Julia Margaret Cameron's Women. Yale University Press, New Haven, Connecticut.

Woolf, Virginia, (1989). A Room of One's Own. Harvest Books. Fort Washington, Pennsylvania.

Ludica : Mediaography

Woolf, Virginia, (1976). Freshwater: A Comedy. Harvest Books. Fort Washington, Pennsylvania.

Zelevansky, Lynn (1998). Love Forever: Yayoi Kusama, 1958-1968. Los Angeles County Museum of Art, Los Angeles, California.

GRAPHIC NOVELS

Bantock, Nick (1994). The Griffin and Sabine Trilogy. Chronicle Books, San Francisco, California.

Bloemink, Barbara J. and Clark, Vicky A. (2003). Comic Release: Negotiating Identity for a New Generation. Distributed Art Publishers, New York, New York.

Chambliss, Scott (2005). Maahvelous! Princess Puut and Dali Do Venice. Glitterati Incorporated, New York, New York.

Crane, Walter (2002). Flora's Feast: A Fairy's Festival of Flowers in Full Color. Dover Publications, Inc., New York, New York.

Cummings, E. E. (1999). May I Feel Said He. Welcome Books. New York, New York.

Daniels, Les (2000). Wonder Woman: The Complete History. Chronicle Books, San Francisco, California.

Ellwand, David and Tagg, Christine (2003). Cinderlily: A Floral Fairy Tale. Candlewick Press, Cambridge, Massachusetts.

Froud, Brian (2002). Lady Cottington's Fairy Album. Harry N. Abrams, Incorporated, New York, New York.

Guinness, Lulu (2004). Put On Your Pearls, Girls! Rizzoli International Publications, Inc., New York, New York.

Jones, Terry and Froud, Brian (1995). Lady Cottington's Pressed Fairy Book. Biblos.

Kushner, Tony (2003). The Art of Maurice Sendak: 1980 to Present. Harry N. Abrams, Inc., New York, New York.

McCloud, Scott (1994). Understanding Comics: The Invisible Art. Harper Perennial, New York, New York.

Ludica : Mediaography

McCloud, Scott (2000). Reinventing Comics: How Imagination and Technology are Revolutionizing an Art Form. Harper Perennial, New York, New York.

Marciano, John B. (1999). Bemelmans: The Life and Art of Madeline's Creator. Viking Press, New York, New York.

Robbins, Trina (1999). From Girls to Grrrlz: A History of Comics from Teen to Zines. Chronicle Books, San Francisco, California.

Sabin, Roger (1996). Comics, Comix, and Graphic Novels: A History of Comic Art. Phaidon Press Limited, London, England.

Sabuda, Robert (2003). Alice's Adventures in Wonderland. Simon & Schuster Children's Publishing Division, New York, New York.

Satrapi, Marjane (2005). Embroideries. Pantheon Books, New York, New York.

Satrapi, Marjane (2004). Persepolis: The Story of a Return. Pantheon Books, New York, New York.

Satrapi, Marjane (2003). Persepolis: The Story of a Childhood. Pantheon Books, New York, New York.

Spiegelman, Art (2004). In the Shadow of No Towers. Pantheon Books, New York, New York.

Spiegelman, Art (1986). MAUS I: A Survivor's Tale: My Father Bleeds History. Pantheon Books, New York, New York.

Thompson, Kay and Knight, Hilary (1999). Eloise: The Ultimate Edition. Simon & Schuster, New York, New York.

Ware, Chris (2000). Jimmy Corrigan: The Smartest Kid on Earth. Pantheon Books, New York, New York.

Warncke, Carsten-Peter (2004). Théâtre D'Amour: The garden of love and its delights. Taschen, London, England.

Welles, Orson (1996). Les Bravades. Workman Publishing, New York, New York.

Ludica : Mediaography

FINE ART

Anbinder, Paul (1999). Roy Lichtenstein: Interiors. Hudson Hills Press, Inc. New York, New York.

Bird Jr., William L. (2001). Paint By Number: The How to Craze that Swept the Nation. Smithsonian Institution National Museum of American History, Washington D.C. Princeton Architectural Press, New York, New York.

Brandon, Ruth (2000). Surreal Lives: The Surrealists 1917-1945. Grove Press. New York, New York.

Cage, John (1993). Rolywholyover: A Circus. Rizzoli International Publications, Inc., New York, New York.

Carroll, Colleen (1999). How Artists See Play: Sports, Games, Toys, Imagination. Abbeville Press, New York, New York.

Caws, Mary Ann (1997). The Surrealist Look: An Erotics of Encounter. The MIT Press. Cambridge, Massachusetts.

De I'Ecotais, Emmanuelle (1998). Man Ray: Photography and Its Double. Ginko Press. Cirte Madera, California.

Eco, Umberto (2004). History of Beauty. Rizzoli International Publications, Inc., New York, New York.

Frei, Georg and Printz, Neil (2002). Andy Warhol Catalogue Raisonne: Paintings and Sculpture, 1961-1963. Phaidon Press Limited, London, England.

Gombrich, E.H. (1950). The Story of Art. Phaidon Press Limited, London, England.

Heon, Laura S. (2001). Game Show. MASS MoCA Publications, North Adams, Massachusetts.

Hughes, Robert (1997). American Visions: The Epic History of Art in America. Alfred A. Knopf, Inc., New York, New York.

Hughes, Robert (1980). The Shock of the New. Alfred A. Knopf, Inc., New York, New York.

Johnson, Randy (1996). Freaks, Geeks, and Strange Girls: Sideshow Banners of the Great American Midway. Hardy Marks Publications, Honolulu, Hawaii.

Ludica : Mediaography

Margot, Oliver (2004). Last Heroes: A Tribute to the Olympic Games. Assouline Publishing, New York, New York.

Naumann, Francis (1996). Making Mischief: Dada Invades New York. Whitney Museum of Art. New York, New York.

Ottinger, Didier (1996). Magritte. The Montréal Museum of Fine Arts. Montréal, Québec, Canada.

Petrova, Yevgenia (2002). Play and Passion in Russian Fine Art. Palace Editions, Italy.

Ratcliff, Carter (2003). Alex Katz: Cutouts. Hatje Cantz Publishers, Germany.

Riefenstahl, Leni (2002). Riefenstahl Olympia. Taschen, London, England.

Richard, Frances (2003). The Paper Sculpture Book. Independent Curators Inc., New York, New York.

Rosenak, Chuck (1991). Museum of American Folk Art Encyclopedia of Twentieth Century American Folk Art and Artists. Abbeville Press. New York, New York.

Rosenberg, David (2003). Art Game Book. Assouline Publishing, New York, New York.

Smith, Bruce, Yamamoto, Yoshiko, and Yngve (1999). Arts & Crafts Ideals: Wisdom from the Arts & Crafts Movement in America. Gibbs Smith, Layton, Utah.

Tetart-Vittu, Françoise (2003). Augustine Racent: The Complete Costume History. Taschen, London, England.

Thomas, Kellein (1995). Fluxus. Thames and Hudson Ltd., New York, New York.

Waggoner, Diane (2003). The Beauty of Life: William Morris & The Art of Design. Thames & Hudson Inc., New York, New York.

Yamashita, Yuji (2005). The Art of Akira Yamaguchi. University of Tokyo Press, Tokyo, Japan.

Zuffi, Stefano (1999). Michelangelo: The Sistene Chapel. Rizzoli International Publications, Inc., New York, New York.

Ludica : Mediaography

PAPERS

Pearce, C. (1994). "The Ins & Outs of Nonlinear Storytelling." *Computer Graphics*, Volume 28, Number 1, May 1994.

Pearce, C. (1997). "Beyond Shoot Your Friends," *Digital Illusion*, ed. Clark Dodsworth. New York, Addison-Wesley.

Pearce, C. (2002). "Story as Play Space: Narrative in Games." King, L. (ed.) *Game On Exhibition Catalog*. London, Lawrence King Publishing Limited.

Pearce, C. (2002). "Emergent Authorship: The Next Interactive Revolution." *Computers & Graphics*, Winter 2002

Pearce, C. (2002). "Sims, BattleBots, Cellular Automata, God and Go: A Conversation with Will Wright," *Game Studies*, Volume 2, Issue 1.

Pearce, C. (2004). "Towards a Game Theory of Game." in Wardrip-Fruin, N. & Harrigan, P. (eds.). *First Person: New Media as Story, Performance and Game*. Cambridge, MIT Press.

Sandor, Ellen and Fron, Janine, "The Future of Video Games as an Art:: On the Art of Playing with Shadows," *Playing by the Rules: The Cultural Policy Challenges of Video Games*, The University of Chicago Cultural Policy Center, October 26-27, 2001.

GAMES

Bolme, Edward (1998). Star Trek: The Next Generation Role Playing Game. Last Unicorn Games, Los Angeles, California.

Cook, Monte and Tweet, Jonathan (2000). Dungeons and Dragon's Player's Handbook: Core Rulebook I. Wizards of the Coast, Inc., Renton, Washington.

Eames, Charles and Eames, Ray (1992). House of Cards. The Museum of Modern Art, New York, New York.

Estebanez, Francisco (1999). Mexican Figures in Paper Dolls. Reproducciones Fotomecánicas, S.A. de C. V., Azcapotzalco, Mexico.

Finkel, Irving (1997). Ancient Board Games. Welcome Rain, New York, New York.

Ludica : Mediaography

Gelber, Dan and Jones, Evan (2003). The Marvel Universe Roleplaying Game. Marvel Books, New York, New York.

Gooding Mel, & Brotchie, Alastair (1991). Surrealist Games. Redstone Press, London, England.

Kondeatis, Christos and Maitland, Sara (1995). Pandora's Box: A Three-Dimensional Celebration of the Mythology of Ancient Greece. Bulfinch Press, Boston, Massachusetts.

Warhol, Andy (2003). Andy Warhol Pop Box. Chronicle Books, San Francisco, California.

Zimmerman, Eric & Nowacek, Nancy (1999). Life in the Garden: A Deck of Stories. Razorfish Subnetwork, Los Angeles, California.

FILMS

Altman, Robert (2001). Gosford Park.

Badham, John (1983). War Games.

Blitz, Jeffrey (2002). Spellbound.

Chaikin and Petrillo (2004). Word Wars.

Chelsom, Peter (2001). Serendipity.

Clooney, George (2002). Confessions of a Dangerous Mind.

Cronenberg, David (1999). eXistenZ.

Figgis, Mike (2000). Timecode.

Fincher, David (1997). The Game.

Glaser, Paul Michael (1987). The Running Man.

Greenaway, Peter (1996). The Pillow Book.

Greenaway, Peter (1996). Prospero's Books.

Hanson, Curtis (2002). 8 Mile.

Howitt, Peter (1998). Sliding Doors.

Ludica : Mediaography

Ichikawa, Ken (1965). Tokyo Olympiad.

Johnston, Joe (1995). Jumanji.

Jones, Kirk (1998). Waking Ned Divine.

Jonze, Spike (2002). Adaptation.

Jonze, Spike (1999). Being John Malkovich.

Kershner, Irvin (1983). Never Say Never Again.

Kieslowski, Krzysztof (1991). The Double Life of Veronique.

Lee, Ang (2000). Crouching Tiger Hidden Dragon.

Liatowitsch, Daniel (2002). Avatars Offline.

Lisberger, Steven (1982). Tron.

Linklater, Richard (2001). Waking Life.

Lynn, Jonathan (1985). Clue.

Marshall, Penny (1988). Big.

Maysles, Albert and Maysles David (2004). Five Films About Christo: A Maysles Films Production.

Moorhouse, Jocelyn (1995). How to Make an American Quilt.

Natali, Vincenzo (1997). Cube.

Niccol, Andrew (2002). S1m0ne.

Peckinpah, Sam (1972). The Getaway.

Potter, Sally (1993). Orlando.

Redford, Robert (1994). Quiz Show.

Reifenstahl, Leni (1934). Triumph of the Will.

Rubin, Danny (1993). Groundhog Day.

Ludica : Mediaography

Rusnak, Josef (2002). The Thirteenth Floor.

Proyas, Alex (1998). Dark City.

Samuell, Yann (2003). Love Me If You Dare.

Schepisi, Fred (1993). Six Degrees of Separation.

Scorcese, Martin (1995). Casino.

Sena, Dominic (2000). Gone in Sixty Seconds.

Sokurov, Aleksandr (2002). Russian Ark.

Spielberg, Steven (2002). Catch Me If You Can.

Tarantino, Quentin (2003). Kill Bill: Volume I.

Tykwer, Tom (1998). Run Lola Run.

Unknown (2001). Lara Croft: Lethal and Loaded.

Weir, Peter (1998). The Truman Show.

Zaillian, Steven (1993). Searching for Bobbie Fischer.