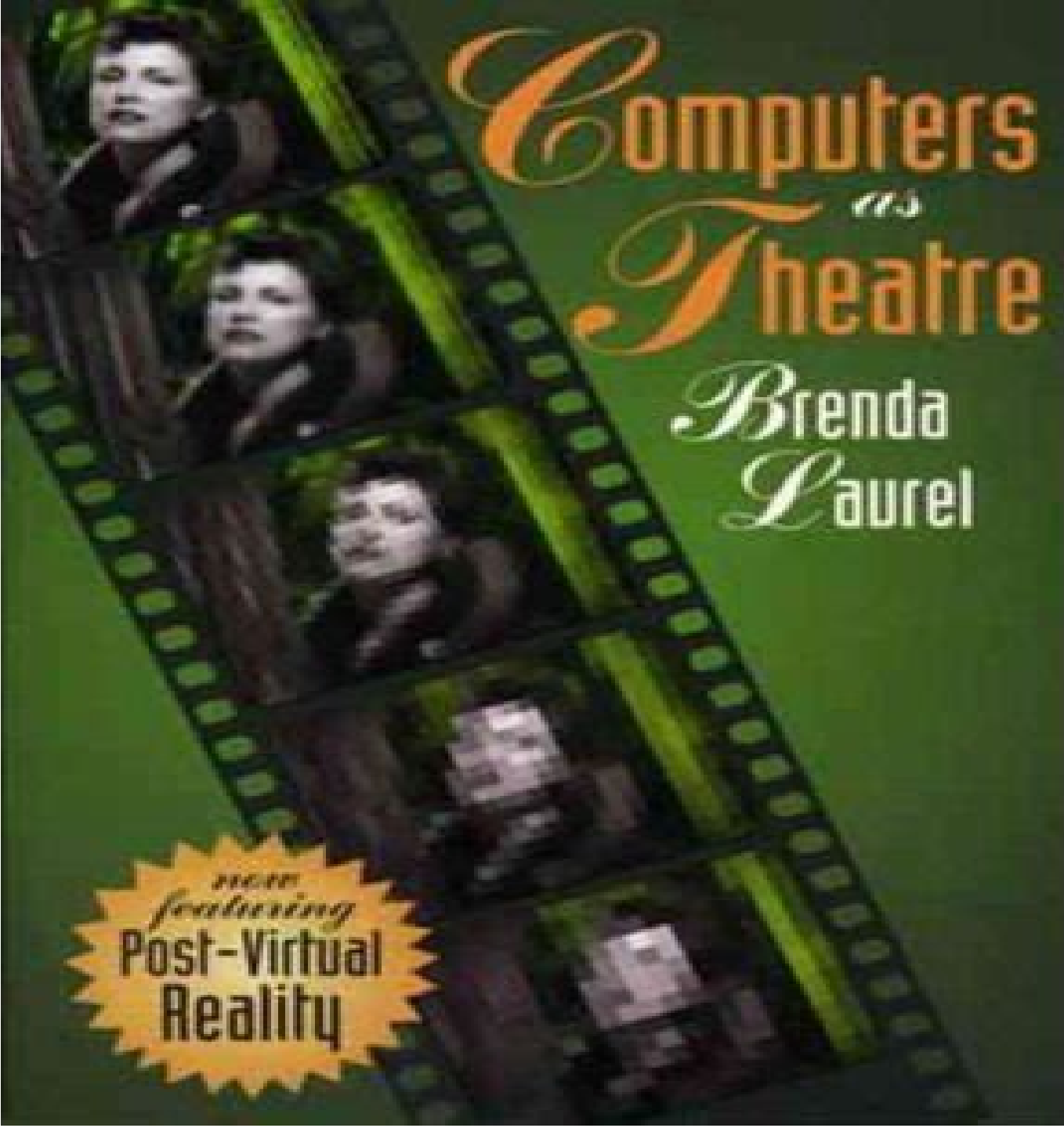




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Brenda
Laurel

*now
featuring*
**Post-Virtual
Reality**

Computers As Theatre Brenda Laurel

JR Anderson



Computers As Theatre Brenda Laurel:

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distributed and participatory sensing interactive public installations and venues and design for emergence Once more Brenda Laurel will help you see the connection between humans and computers as you never have before and help you build interfaces and interactions that are pleurably joyously right [Brenda Laurel](#) Carly A. Kocurek,2017-02-09 Offers insight into the early development of the games for girls movement of the 1990s and the lasting impact of Brenda Laurel s game design breakthroughs **Computers as Theatre** Brenda Laurel,1993 A lucid and provocative study of the art craft business of optimal interfaces takes a highly original look at our imperfect relationships with our machines then points the way to improving things Fun and of real importance William Gibson [Digital Poetics](#) Marjan Colletti,2017-03-02 Digital Poetics celebrates the architectural design exuberance made possible by new digital modelling techniques and fabrication technologies By presenting an unconventional and original humanistic theory of CAD computer aided design the author suggests that beyond the generation of innovative engineering forms digital design has the potential to affect the wider complex cultural landscape of today in profound ways The book is organised around a synthetic and hybrid research methodology a contemporary propositional and theoretical discursive investigation and a design led empirical research Both methods inform a critical construct that deals with the nature forms and laws of digitality within a contemporary architectural discourse that affects practice and academia The chapters spiral at from towards around outside inwards and back inside out digitality its cognitive phenomena spatial properties and intrinsic capabilities to achieve or at least approach Digital Poetics The book presents speculative and small scale constructed projects that pioneer techniques and experiments with common 3D and 4D software packages whereby the focus lies not on the drawing processes and mechanics but on the agency and impact the image its reading experience interpretation achieves on the reader and observer The book also features a preface by Fr d ric Migayrou a philosopher and curator and one of the most influential cultural engineers of the contemporary international architectural scene The book is linked to a website which contains a larger selection of images of some featured projects [PC Mag](#) ,1992-02-11 PCMag com is a leading authority on technology delivering Labs based independent reviews of the latest products and services Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology [Handbook on Interactive Storytelling](#) Jouni Smed,Tomi 'bgt' Suovuo,Natasha Skult,Petter Skult,2021-07-13 HANDBOOK ON INTERACTIVE STORYTELLING Discover the latest research on crafting compelling narratives in interactive entertainment Electronic games are no longer considered mere fluff alongside the real forms of entertainment like film music and television Instead many games have evolved into an art form in their own right including carefully constructed stories and engaging narratives enjoyed by millions of people around the world In Handbook on Interactive Storytelling readers will find a comprehensive discussion of the latest research covering the creation of interactive narratives that allow users to experience a dramatically compelling story that responds directly to their actions and choices Systematically organized with extensive bibliographies and academic exercises included in each

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