

Bibliography/Ludography/Filmography/Videography
(texts used for each week of class)

Introduction

[Hair Nah](#) (Momo Pixel, 2018), [Buzzfeed documentation video](#)

[Tekken Torture Tournament](#) (Eddo Stern, 2001)

[Rustle Your Leaves to Me Softly](#) (Jess Marcotte and Dietrich (“Squinky”) Squinkifer, 2017)

Unit 1.1: Haptic Visuality

Guest Lecture by Ryan Rose Aceae

Required

Touch: Sensuous Theory and Multisensory Media (Laura U. Marks, 2002): “Introduction,” “Video Haptics and Erotics,” and one more chapter (student choice)

History and Memory: For Akiko and Takashige (dir. Rea Tajiri, 1991)

With Those We Love Alive (Porpentine Charity Heartscape, 2014)

Curtain (Dreamfeel, 2014)

Recommended

Daughters of the Dust (Julie Dash, 1991)

Haptic Nerve (Dave Ryan, 2000)

The Skin of the Film: Intercultural Cinema, Embodiment, and the Senses (Laura U. Marks, 2000), “The Memory of Touch”

Unit 1.2: Consent

Required

Realistic Kissing Simulator (Jimmy Andrews and Loren Schmidt, 2014)

Two versions of *Hurt Me Plenty* (Robert Yang 2015, 2017)

We Are Here Because of Those That Are Not (Danielle Brathwaite-Shirley, 2020)

“Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency” (Josef Nguyen and Bo Ruberg, 2020)

“To the Bone: Speculations on the Question of Touch” (Hortense Spillers, 2018)

“Uses of the Erotic” (Audre Lorde, 1978)

Unit 1.3: Empathy

Guest lecture by Oscar Moralde, “A Quintessence of Touch”

Required

Playing with Feelings: Video Games and Affect (Aubrey Anable, 2018), “Touching Games”

Extreme Meatpunks Forever: Bound by Ash (Heather Flowers, 2020)

Video Dossier:

“Find Each Other :: Local Autonomy Networks / Autonets,” micha cárdenas (2013-) [\[link\]](#) [\[link\]](#),

“Proposição “Eu e o Tu” - Lygia Clark: uma retrospectiva” (2012) [\[link\]](#) [\[link\]](#)

“Autopoesis,” Ken Rinaldo (2012) [\[link\]](#)

AFFECT-O-METER, Jonas Fritsch and Mogens Jacobsen, 2019 [\[link\]](#)

Recommended (students must pick 3)

Sin Sol (micha cárdenas, 2020)

Coming Out Simulator 2014 (Nicky Case)

We Become What We Behold (Nicky Case, 2016)

“Wait Wait... Don’t Play Me: The Clicker Game Genre and Configuring Everyday Temporalities,” Oscar Moralde, 2019 [\[link\]](#)— see also “Haptic Landscapes” (2014) [\[link\]](#)

“Walking in Someone Else’s Shoes: Creating Empathy in the Practice of Immersive Film” (Sarah Jones and Steve Dawkins, 2019)

Empathy: A History (Susan Lanzoni, 2018), “Popular Empathy” [\[link\]](#)

“Play and Be Real About It: What Games Could Learn from Kink,” Mattie Brice, 2017), [\[link\]](#), on “empathy games” and designing consent, responds to “Manifesto for a Ludic Century” (Zimmerman and Chaplin, 2013) [\[link\]](#)

“Head Hunting in Cyberspace: Identity Tourism, Asian Avatars, and Racial Passing on the Web,” Lisa Nakamura, 2001 [\[link\]](#)

Video Dossier 2, the “queer games scene”:

“Human Angle- Queer Games: The Secret Avant-Garde of Videogames,” Polygon, 2013 (7 min.)[\[link\]](#), part of “Just Making Things and Being Alive About It: The Queer Games Scene”, *Polygon* article by Brendan Keogh, 2013 [\[link\]](#)

“Using Play for Everyday Activism,” Mattie Brice, TEDx, 2017 (19 min.) [\[link\]](#)

“Meet the Queer Video Game Developer Challenging Industry Norms,” *Mashable* video about Robert Yang, 2019 (2 min.) [\[link\]](#)

Video Dossier 3, VR empathy:

“Chris Milk: How Virtual Reality Can Create the Ultimate Empathy Machine,” TED, 2015 (10 min.) [\[link\]](#)

“Virtual Reality: Creating Humanitarian Empathy,” United Nations 2016 (10 min.) [\[link\]](#)

“VR/AR: From Empathy Machine to Empowerment Engine,” Will Burrus, TEDx, 2020 [\[link\]](#)

Unit 2.1: Arcade Touch/Electrotactility

Guest lecture by Eugenia Barbuc

Required

“Shocking Grasps: an Archaeology of Electrotactile Game Mechanics” (David Parisi, 2013) [\[link\]](#)

Vintage arcade video dossier:

“Musée Mécanique: San Francisco’s Weirdest Museum” [\[link\]](#) (2 min.)

“Musée Mécanique Tour and Review with the Legend” [\[link\]](#) (15 min.)

“Vibratory Doctor 1904” [\[link\]](#) (4 min.)

“1800s Figural Pig Electric Shock Machine” [\[link\]](#) (2 min.)

The Truly Terrific Traveling Troubleshooter gameplay video [\[link\]](#) (10 min.)

The Truly Terrific Traveling Troubleshooter Digital Edition (Jess Marcotte, 2017)

Recommended

The Body Electric: How Strange Machines Built the Modern American (Carolyn Thomas de la Peña, 2003) [\[link\]](#)

“Introduction,” “Chapter 3: Testing Electric Limits” or “Chapter 4 Powering the Intimate Body”

Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade (Carly Kocurek, 2015), [\[link\]](#)

“Introduction,” “The Macrocosmic Arcade” or “Adapting Violence”

Buzz: The Stimulating History of the Sex Toy (Hallie Lieberman, 2017) excerpts

Archaeologies of Touch: Interfacing with Haptics from Electricity to Computing (David Parisi, 2018) [\[link\]](#),

“Interface 1 The Electrotactile Machine”

The Lost Arcade (Kurt Vincent, 2015), 77 minutes [\[link\]](#)

The Prestige (Christopher Nolan, 2006)

Passion and Power: The Technology of Orgasm (Wendy Slick and Emiko Omori, 2008)

Unit 2.2: Gimmicks

Required

The Tinger (dir. William Castle, 1959)

The Percepto Manual for The Tinger (Dona Holloway and Columbia Pictures, 1959)

“Theory of the Gimmick” (Sianne Ngai, 2020) [\[link\]](#)

Excerpts from *Grapefruit* (Yoko Ono, 1964)

Recommended

Blu-Ray extras:

Unleashing Percepto

William Castle’s Drive-In “Scream” Scene

Spine Tinger! The William Castle Story [\[link\]](#)

Gimmick challenge: come up with the most basic and/or humorous possible way to add the sense of touch to a piece of media (ex. Slap your face every time someone in the movie says “banana”). Try it, and report on the effect.

“Whatever Happened to Showmanship?” (John Waters, 1983) [\[link\]](#)

“Ritual, Tension, and Relief: The Terror of *The Tinger*” (Mikita Brottman, 1997)

“Instruction Paintings: Yoko Ono and 1960s Conceptual Art” (Eva Yi Hsuan Lu, 2013)

“The New Lost Generation” (James Baldwin, 1961)

“When Gimmicks Go Too Far” (Scott the Woz, 2018) on *YouTube* [\[link\]](#)

“The Vibropixels and Shared Tactile Experience” (Ian Hattwick, 2017) [\[link\]](#)

“I will Give You My Bird if You Promise to Pass it On” (Ida Toft, 2017) [\[link\]](#)

Song of Bloom (Philipp Stollenmeyer, 2020), \$1.99 for mobile devices

Unit 2.3: Virtual Intimacy

Required

“Agency and Proximity: Communities/CommuniTrees,” from *The War of Desire and Technology at the Close of the Mechanical Age* (Sandy [writing as Allucquère Rosanne] Stone, 1995) [\[link\]](#) (20 pages)

“Teledildonics,” from *Virtual Reality* (Howard Rheingold, 1991) [\[link\]](#) (7 pages)

“On Touching: The Alterity Within,” (Karen Barad, 2018) [\[link\]](#) (59 min.)

emily is away (Kyle Seeley, 2017) [\[link\]](#)

Missed Messages (Angela He, 2019) [\[link\]](#)

Recommended

The Medium is the Massage (Marshall McLuhan and Quentin Fiore, 1967), trippy manifesto that inspired tech futurists [\[link\]](#) (85 pages of images and some text)

- “Introduction” to *Alone Together: Why We Expect More from Technology and Less from Each Other* (2011) on intimacy and distance created by social media technologies [\[link\]](#), (20 pages)
- “Bad Taste, Miasmic Forces and the Ubiquity of Online Porn” (Susanna Paasonen, 2011), on the 00s conversations about the internet being “for porn,” and the class dynamics of that conversation [\[link\]](#) (40 pages)
- “Behind the Camera: Black Women’s Illicit Erotic Interventions” (Mireille Miller-Young, 2013), on Black women porn producers, many also self-made Internet entrepreneurs/artists [\[link\]](#) (19 pages)
- “RealTouching from a Distance” (David Parisi, 2017), on contemporary “teledildonic” cam performance accessory RealTouch and how/why it folded [\[link\]](#) (online article, no page numbers)
- Future Sex Issue 2* (1992), with fake teledildonics on the cover-- NOTE: This is from a porn magazine from the 1990s, so it contains some nudity and strong language [for the assigned excerpts (16 pages) see [here](#)], [for the full magazine issue, see this [link](#)]
- Cyborgasm* (1993), “3-D Audio Erotica” by Lisa Palac [\[link\]](#), choose and listen to at least 1 track with headphones
- The Social Dilemma* (2020), Netflix documentary about the ethical and societal drawbacks of social media [\[link\]](#) (1h 34 min.)
- “Auto-ethnography”: document your own use of devices to connect with people you care about through screenshot(s) and reflection
- Kind Words (lofi chill beats to write to)* (Popcannibal, 2019) [\[link\]](#), game version of the lofi playlist with multiplayer advice/affirmations, \$4.99 on Steam
- HoloVista* [\[link\]](#), mixed reality mind bending exploration game with virtual phone interface and social media, \$4.99 on iOS App Store
- Florence* (Mountains, 2018) [\[link\]](#), a story about love and life with interesting game mechanics and a poignant story
- #SelfCare* (Tru Luv Media, 2018) iOS [\[link\]](#) or Android [\[link\]](#) mobile self care app, free with in-app purchases

Unit 3.1: Cyborg Stuff

Guest lecture by Robin LoBuglio

Required

Dirty Computer (Janelle Monáe, 2018, 49 min.) [\[link\]](#)

Recommended

Ghost in the Shell (Masamune Shirow, 1999) [\[link\]](#)

“[nearest neighbors](#)” (on Eliza and Tamagotchi) and/or “[alive enough](#)” (on Furby) in *Alone Together: Why We Expect More from Technology and Less from Each Other* (2011)

“A Cyborg Manifesto: SCIENCE, TECHNOLOGY, AND SOCIALIST-FEMINISM IN THE LATE TWENTIETH CENTURY” (Donna Haraway, 1985) [\[link\]](#)

“New Sciences: Cyborg Feminism and the Methodology of the Oppressed” (Chela Sandoval, 1995) [\[link\]](#)

“The *Empire Strikes Back*, a Post-Transsexual Manifesto” (Sandy Stone, 1987) in *The Transgender Studies Reader* edited by Susan Stryker (p. 221) [\[link\]](#)

“Indigenous Circuits: Navajo Women and the Racialization of Early Electronics Manufacture,” (Lisa Nakamura, 2014) [\[link\]](#)

“Why do Dolls Die? The Power of Passivity and the Embodied Interplay Between Disability and Sex Dolls”
(Eunjung Kim, 2012) [\[link\]](#)

“The Eliza Effect,” episode of *99 Percent Invisible* podcast [\[link\]](#)

Tendar (Tender Claws, 2019, free with in-app purchases on the Google Play store) [\[link\]](#), virtual pet from
Tender Claws, where guest artist Robin LoBuglio works as a Gameplay Programmer!

Eliza (Joseph Weizenbaum, 1967) [\[link\]](#), Rogerian therapy bot that passed the “Turing test” for people in the
60s

Jabberwacky (Rollo Carpenter, 1997) [\[link\]](#), early “learning” AI that I enjoyed as an elementary school student

Woebot (Woebot Labs, 2017) [\[link\]](#), Cognitive Behavioral Therapy bot

Galatea (Emily Short, 2000) [\[link\]](#) [\[link\]](#), award-winning work of Interactive Fiction

Sentient Sisters (Kara Stone, 2017) [\[link\]](#), single-player tabletop roleplaying game about interviewing virtual
assistants like Siri, Alexa, etc.

Eliza (Zachtronics, 2019, \$14.99) [\[link\]](#), visual novel about AI-based therapy

Your choice: introduce an example of a chatbot or other AI or “cyborg” you think is interesting!

Unit 3.2: “Gamer” Bodies

You pick three

“Machinic Subjects: The Xbox and its Rivals,” in *Games of Empire: Global Capitalism and Video Games* by
Nick Dyer-Witheford and Grieg de Peuter (2009) [\[link\]](#)

Introduction to *Race, Gender, and Deviance in Xbox Live* by Kishonna Gray (2014) [\[link\]](#)

“Power Isn’t Everything: The Wii Console” and/or “Core Controller: The Wii Remote” in *Codename
Revolution: The Nintendo Wii Platform* by Steven E. Jones and George K. Thiruvathukal (2012) [\[link\]](#)

“Straight White Male: The Lowest Difficulty Setting There Is” (John Scalzi, 2012) [\[link\]](#) and “Queer Female of
Color: The Highest Difficulty Setting There Is? Gaming Rhetoric as Gender Capital” (Lisa Nakamura,
2012) [\[link\]](#)

“The Game Player’s Duty: The User as Gestalt of the Ports” by Claus Pias, in *Media Archaeology* (2011) [\[link\]](#),
on Ping and Pong

“Dicks dicks dicks: Hardness and Flaccidity in (Virtual) Masculinity” by Amanda Phillips [\[link\]](#)

“The Tearoom is a Record of Risky Business” by Robert Yang (both 2017) [\[link\]](#)

Xbox primary source videos: “[The Xbox](#)” (2001), “[The Rock Says Know Your Role and Get an Xbox](#)” (2001)
“[Xbox Live Commercial](#)” (2002), “[G4 Countown to Xbox 360](#)” (2005, may want to skim)

Dorian Electra Xbox Drag: “Gentleman/M’Lady” (2020) [\[link\]](#) and “Lofi Gentleman Radio - Beats to Study
the Blade To” (2020) [\[link\]](#)

Wii primary source videos: “Nintendo E3 2006 Press Conference” (long) [\[link\]](#), “Lazy Wii Guy” Funny or Die
video (originally 2007) [\[link\]](#)

Life 2.0 (2010 Netflix documentary about Second Life) [\[link\]](#)

Character creation challenge: using a character creator (the character creation portion of a game of your choice,
or a stand-alone character creation tool [such as these](#) or [these](#)) explore what kinds of characters you tend
to want to make for a video game or tabletop game world. You could also choose to analyze one you
have already made. As opposed to the character design assignment where you could draw anything, how
do the options available in character creators affect your choices?

Sabbat: Director’s Cut (Eva Problems, 2014), Twine character creator, contains demons [\[link\]](#)

The Tearoom (Robert Yang, 2017), historical bathroom simulator, contains depictions of guns [\[link\]](#)

Unit 3.3: Craft and Zines

You pick three

“Why Zines Matter: Materiality and the Creation of Embodied Community” from *Girl Zines* (Alison Piepmier, 2009) [\[link\]](#)

Chapters from *Critical Play* (Mary Flanagan, 2009):

“Artists’ Locative Games” [\[link\]](#)

“Critical Computer Games” [\[link\]](#), or

“Designing for Critical Play” [\[link\]](#)

Rise of the Videogame Zinesters excerpts (Anna Anthropy, 2012)

“A Brief History of Yarn in Video Games” (Laura Hudson, 2015) [\[link\]](#)

Introduction to *The Retro-Futurism of Cuteness* (Wan-Chuan Kao and Jen Boyle, 2017)

“Using Conductive Thread for Integration of Hard and Soft Electronic Components Within Soft Sensor Systems” (Lijun Teng, 2018) [\[link\]](#) ([full article manuscript](#))

“How small game makers found their community with Bitsy” (Adam Dixon, 2018) [\[link\]](#) and “Bitsy Pamphlet” (zine by andimlenny, 2019) [\[link\]](#)

Gender textures packs:

Radical softness: “Radical Softness” (Lora Mathis, 2015) [\[link\]](#), “Decoding Cranes in the Sky: Radical Softness as a Weapon” (Leah Abraham, 2017) [\[link\]](#), “‘The Boys who Love Flowers’ is the Series Challenging Black Hypermasculinity” (Johanne Affricot, 2018) [\[link\]](#), “Radical Softness: A Strong Vision, Softly Spoken” (Bella Webb, 2019) [\[link\]](#), “What is a Softboy and are you one?” (Jessica Lindsay, 2019) [\[link\]](#)

Transmasculinity pack (contains references to transphobia and transmedicalism): “An Open Letter to Truscum” (Sam Dylan Finch, 2018) [\[link\]](#), “Introducing Tenderqueer, the Softboi of the Queer Community” (Daisy Jones, 2020) [\[link\]](#), “Elliot Page is a Grown-Up, but a culture that infantilizes transmasculinity refuses to treat him like one” (Evan Urquhart, 2021) [\[link\]](#)

Pencil & paper (& stapler?) baby! (make a zine with physical materials) [\[link\]](#)

Electric Zine Maker: make a print or PDF zine, using this free digital tool by Nathalie Lawhead [\[link\]](#)!

Bitsy: play with bitsy (by Adam Le Doux), and see what you can make in 1 hour or so. This “tiny” game development platform is so limited that it might be frustrating to some of you, or maybe it will be a refreshing break from other projects? [\[link\]](#)

Makey Makey (JoyLabz, 2012): explore the official website [\[link\]](#)

Plush game controller (Risa Rose, 2013) [\[link\]](#)

Brother knitting machine hack (Becky Stern, 2011) [\[link\]](#), and Nintendo knitting machine documentation (Howard Phillips, c. 1989 and Kate Cox, 2012) [\[link\]](#)

Like Camping (Sebastian Pines, 2017) [\[link\]](#), **FREE!**, “tentiverse” installation with a plush controller, playable in digital version through itch.io

The Intruder (Natalie Bookchin, 1999), one of the games discussed by Mary Flanagan in *Critical Play* [\[link\]](#) to video documentation], contains depictions of intimate partner violence

Games with a “crafted” aesthetic (for console games, I have posted play videos, but you may play them if you have them!):

Super Mario World 2: Yoshi's Island (Nintendo, 1995) [[link](#) to video]

Little Big Planet (Media Molecule, 2008) [[link](#) to video]

Kirby's Epic Yarn (GoodFeel, 2011) [[link](#) to video]

[*Unravel*](#) and/or [*Unravel Two*](#) (Coldwood Interactive 2016, 2018)

A Holiday Yarn (Sean LeBlanc, 2018) [[link](#), **FREE!**]

Games about thread, sewing, and weaving

LOOM (LucasArts, 1990) [[link](#)]

Patchwork Girl (Shelley Jackson, 1995) [[link](#) to documentation video]

8 Legs to Love (Ayla Myers, 2017) [[link](#), **FREE!**]

Unit 4: project revisions and final exhibition

Guest workshops by Heather Flowers and Eddo Stern