

Contents

ACKNOWLEDGMENTS	vii
INTRODUCTION	ix
I From Systems to Units	
1 UNIT OPERATIONS	3
2 STRUCTURALISM AND COMPUTATION	21
3 HUMANISM AND OBJECT TECHNOLOGY	31
II Procedural Criticism	
4 COMPARATIVE VIDEOGAME CRITICISM	49
5 VIDEOGAMES AND EXPRESSION	55
6 ENCOUNTERS ACROSS PLATFORMS	73
III Procedural Subjectivity	
7 CELLULAR AUTOMATA AND SIMULATION	93
8 AN ALTERNATIVE TO FUN	111
9 THE SIMULATION GAP	129

IV From Design to Configuration

10	COMPLEX NETWORKS	139
11	COMPLEX WORLDS	153
12	CRITICAL NETWORKS	171
	NOTES	181
	BIBLIOGRAPHY	215
	INDEX	239