## Contents

## Acknowledgments ix

Introduction to the MIT Press Edition (2004) 1
Introduction (1984): The Evocative Object 17

### Part I

Growing Up with Computers: The Animation of the Machine

- 1 Child Philosophers: Are Smart Machines Alive? 33
- 2 Video Games and Computer Holding Power 65
- 3 Child Programmers: The First Generation 91
- 4 Adolescence and Identity: Finding Yourself in the Machine 131

#### Part II

The New Computer Cultures: The Mechanization of the Mind

- 5 Personal Computers with Personal Meanings 155
- 6 Hackers: Loving the Machine for Itself 183
- 7 The New Philosophers of Artificial Intelligence: A Culture with Global Aspirations 219

# Part III Into a New Age

- 8 Thinking of Yourself as a Machine 247
- 9 The Human Spirit in a Computer Culture 279

Epilogue (2004): Changing the Subject and Finding the Object 287

## Appendixes

- A On Method: A Sociology of Sciences of Mind 303
- B Children's Psychological Discourse: Methods and Data Summary 313

Notes 323

Index 359