Core Ph.D. Candidacy Exam Reading List
2010 – 2012

This list presumes student familiarity with seminal theoretical works by Barthes, Butler, Cicioux, Derrida, Foucault, Iser, Jameson, Lacan, Lyotard, and Saussure. It also presumes that Ph.D. Texts and Technology program focuses are along the following lines—electronic textual publication and archiving, rhetorical and critical studies of science and technology, digital pedagogies and social networks, and invention and assessment of new media practices—and that familiarity with these areas is an essential component of graduate study.

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Aarseth, Espen J. *Cybertext: Perspectives on Ergodic Literature*. Baltimore, Md.: Johns

Hopkins University Press, 1997.

Balsamo, Anne Marie. *Technologies of the Gendered Body: Reading Cyborg Women*.

Durham: Duke University Press, 1996.

Baudrillard, Jean. *Simulacra and Simulation*. Ann Arbor: University of Michigan Press,

1994.Benjamin, Walter. "The Work of Art in the Age of Mechanical Reproduction"

Bogost, Ian. *Unit Operations: An Approach to Videogame Criticism*. Cambridge, Mass.:

MIT Press, 2006.

Bolter, J. David. *Writing Space: Computers, Hypertext, and the Remediation of Print*.

2nd ed. Mahwah, N.J.: Lawrence Erlbaum Associates, 2001.

Brown, John Seely, and Paul Duguid. *The Social Life of Information*. Boston: Harvard

Business School Press, 2000.

Burnard, Lou, Katherine O'Brien O'Keeffe, and John Unsworth. *Electronic Textual

Editing*. New York: Modern Language Association of America, 2006.

Burnett, Ron. *How Images Think*. Cambridge, Mass.: MIT Press, 2004.

Castells, Manuel. *The Rise of the Network Society*. 2nd ed. Oxford ; Malden, Mass.:

Blackwell Publishers, 2000.

Chow, Rey. *The Age of the World Target: Self-Referentiality in War, Theory and Comparative Work*. Durham, NC: Duke University Press, 2006.

Cohen, Daniel J., and Roy Rosenzweig. *Digital History: A Guide to Gathering, Preserving, and Presenting the Past on the Web*. Philadelphia: University of Pennsylvania Press, 2006.

De Lauretis, Teresa. *Technologies of Gender: Essays on Theory, Film, and Fiction*. Bloomington: Indiana University Press, 1987.

Delany, Paul, and George P. Landow. *Hypermedia and Literary Studies*. Cambridge, Mass.: MIT Press, 1991.

DuGay, Paul, et al. *Doing Cultural Studies: The Story of the Sony Walkman*. London: Sage, 1997.

Feenberg, Andrew. *Questioning Technology*. London: Routledge, 1999.

Finneran, Richard J. *The Literary Text in the Digital Age*. Ann Arbor: University of Michigan Press, 1996.

Frasca, Ganzalo, "Simulation versus Narrative" in *The Video Game Theory Reader*. Ed. Mark Wolf and Bernard Perron. New York: Routledge, 2003.

Gee, James Paul. *What Video Games Have to Teach Us about Learning and Literacy*. New York: Palgrave Macmillan, 2004.

Habermas, Jurgen. "Modernity—An Incomplete Project" in *The Norton Anthology of Theory and Criticism*. Ed. Vincent Leitch, et al. New York: Norton, 2001.

Haraway, Donna Jeanne. *Simians, Cyborgs, and Women: The Reinvention of Nature*. New York: Routledge, 1991.

Harding, Sandra G. *Is Science Multicultural?: Postcolonialisms, Feminisms, and Epistemologies*. Bloomington, Ind.: Indiana University Press, 1998.

Hayles, N. Katherine. *How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics*. Chicago, Ill.: University of Chicago Press, 1999.

Headrick, Daniel R. *When Information Came of Age: Technologies of Knowledge in the Age of Reason and Revolution, 1700-1850*. Oxford: Oxford University Press, 2000.

Hebdige, Dick. Chapter 1 of *Subculture, the Meaning of Style*. London: Methuen, 1979.

Johnson Eilola, Johndan. *Datacloud: Toward a New Theory of Online Work*. Cresskill, N.J.: Hampton, 2005.

Johnson, Robert R. *User-Centered Technology: A Rhetorical Theory for Computers and Other Mundane Artifacts*. Albany: State University of New York Press, 1998.

Kuhn, Thomas S., et al. *The Structure of Scientific Revolutions*. 2nd ed. Chicago: University of Chicago Press, 1970.

Lanham, Richard A. *The Electronic Word: Democracy, Technology, and the Arts*. Chicago: University of Chicago Press, 1993.

Lerman, Nina E., Arwen Mohun, and Ruth Oldenziel. *Gender & Technology: A Reader*. Baltimore: Johns Hopkins University Press, 2003.

Lessig, Lawrence. *Free Culture: How Big Media Uses Technology and the Law to Lock Down Culture and Control Creativity*. New York: Penguin, 2004.

Liu, Alan. *The Laws of Cool: Knowledge Work and the Culture of Information*. Chicago: University of Chicago Press, 2004.

Manovich, Lev. *The Language of New Media*. Cambridge, Mass.: MIT Press, 2000.

McGann, Jerome J. *Radiant Textuality: Literature After the World Wide Web*. New York: Palgrave, 2001.

McLuhan, Marshall, with Eric McLuhan and Frank Zingrone. *Essential McLuhan*.

Misa, Thomas J. *Leonardo to the Internet: Technology & Culture from the Renaissance to the Present*. Baltimore: Johns Hopkins University Press, 2004.

Murray, Janet Horowitz. *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. New York: Free Press, 1997.

Norman, Donald A. *The Design of Everyday Things*. New York: Doubleday, 1990.

O'Gorman, Marcel. *E-Crit: Digital Media, Critical Theory and the Humanities*. Toronto: University of Toronto Press, 2006.

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Saper, Craig J. *Networked Art*. Minneapolis: University of Minnesota Press, 2001.

Schreibman, Susan, Raymond George Siemens, and John Unsworth. *A Companion to Digital Humanities*. Malden, MA: Blackwell, 2004.

Sullivan, Patricia, and James E. Porter. *Opening Spaces: Writing Technologies and Critical Research Practices*. Greenwich, Conn.: Ablex, 1997.

Turkle, Sherry. *Life on the Screen: Identity in the Age of the Internet*. New York: Simon & Schuster, 1995.

Ulmer, Gregory L. *Internet Invention: From Literacy to Electracy*. New York: Longman, 2003.

Vesna, Victoria. *Database Aesthetics: Art in the Age of Information Overflow*. Minneapolis: University of Minnesota Press, 2007.

Wilson, Stephen. *Information Arts: Intersections of Art, Science, and Technology*. Cambridge, MA: MIT Press, 2003.