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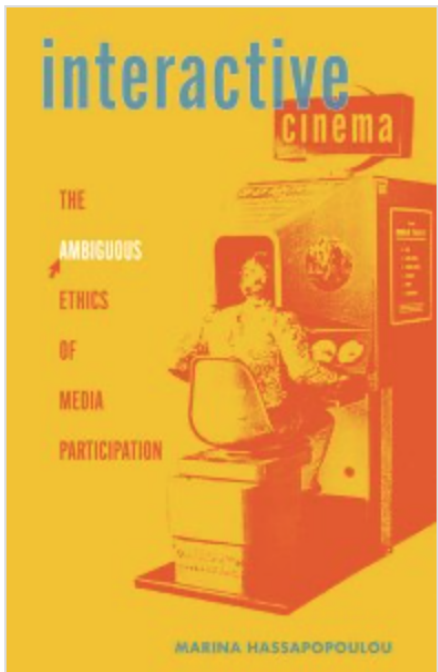
I'M LOOKING FOR

only in current section **GO**

Book Division / Series / Electronic Mediations

Series Editors: N. Katherine Hayles, Peter Krapp, Rita Raley and Samuel Weber.
Founding Editor: Mark Poster.

Electronic Mediations



Electronically mediated communication has established lasting and significant changes in society and culture, politics and economics, thinking and being. From the development, adoption, and now international ubiquity of the Internet to virtual reality technologies, the mainstream popularity of video games, the genre of literary hypertexts, and a proliferation of digital art and other new media art forms, technology has infused everyday life and all aspects of our interaction, communication, and expression. The books in this series explore the humanistic and social implications of these new technologies.

ABOUT THIS SERIES

Overview

BOOKS IN THIS SERIES



RELATED NEWS

New Yorker: Money in the Metaverse Anna Wiener discusses Alenda Chang and Nick Dyer-Witheford



Contents

Introduction: Edge Effects	1
1. Mesocosm	17
2. Scale	69
3. Nonhuman	107
4. Entropy	145
5. Collapse	187
Acknowledgments	237
Notes	241
Gameography	275
Index	283



Figure 1. The meeting of three biome types (forest, ocean, and savanna) in Klei Entertainment's survival game *Don't Starve*.

Mesocosm example 1 - Sandy's house from SpongeBob SquarePants

A mesocosm is any outdoor experimental system that examines the natural environment under controlled conditions. In this way mesocosm studies provide a link between field surveys and highly controlled laboratory experiments.

Wikipedia







SKIP



Figure 4. A floating structure containing twelve outdoor pelagic/marine mesocosms in western Norway, run by the University of Bergen Mesocosm Centre. Photograph by Dr. Stella A. Berger.



National Park Service

San Andreas Streaming Deer Cam



The San Andreas Deer Cam is currently offline. Above is footage recorded on 2/29/16.

About the Deer Cam

San Andreas Deer Cam is a live video stream from a computer running a ~~hacked~~ modded version of Grand Theft Auto V, hosted on Twitch.tv. The mod creates a deer and follows it as it wanders throughout the 100 square miles of San Andreas, a fictional state in GTA V based on California. The deer has been programmed to control itself and make its own decisions, with no one actually playing the video game. The deer is 'playing itself', with all activity unscripted... and unexpected. In the past 48 hours, the deer has wandered along a moonlit beach, caused a traffic jam on a major freeway, been caught in a gangland gun battle, and been chased by the police.

For more information about the San Andreas Deer Cam project, [click here](#).

If the Deer Cam is offline, please check back in several hours, as technical difficulties are being fixed. [Click here to view previously recorded Deer Cam footage](#).

To donate to the San Andreas Deer Cam, [click here](#). All donations go directly to [The Humane Society](#).

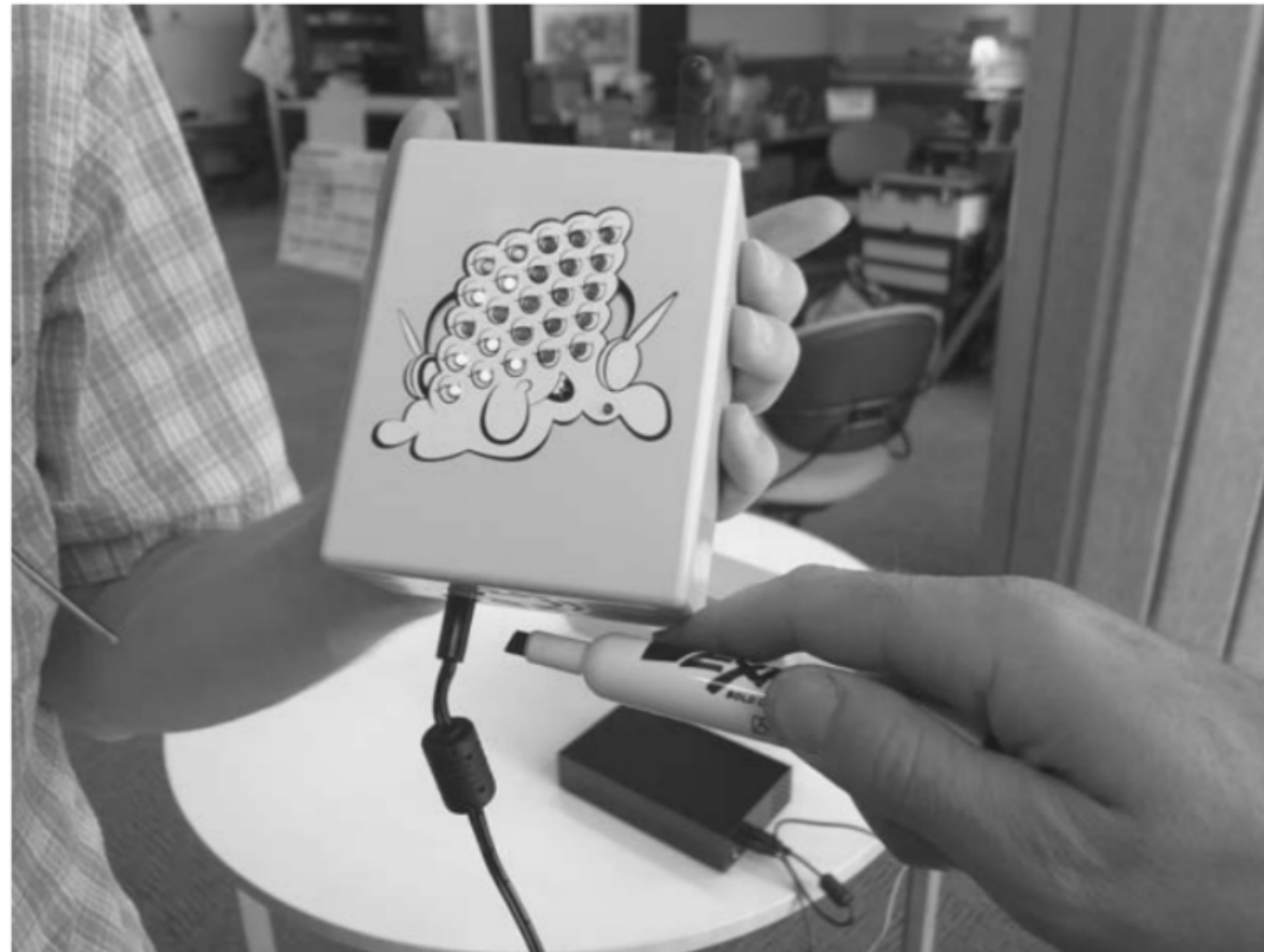


Figure 8. A sensor box created for the environmental alternate-reality game *Black Cloud*, featuring pollution-as-game-character, Cloudy McPufferson. Photograph by Greg Niemeyer.

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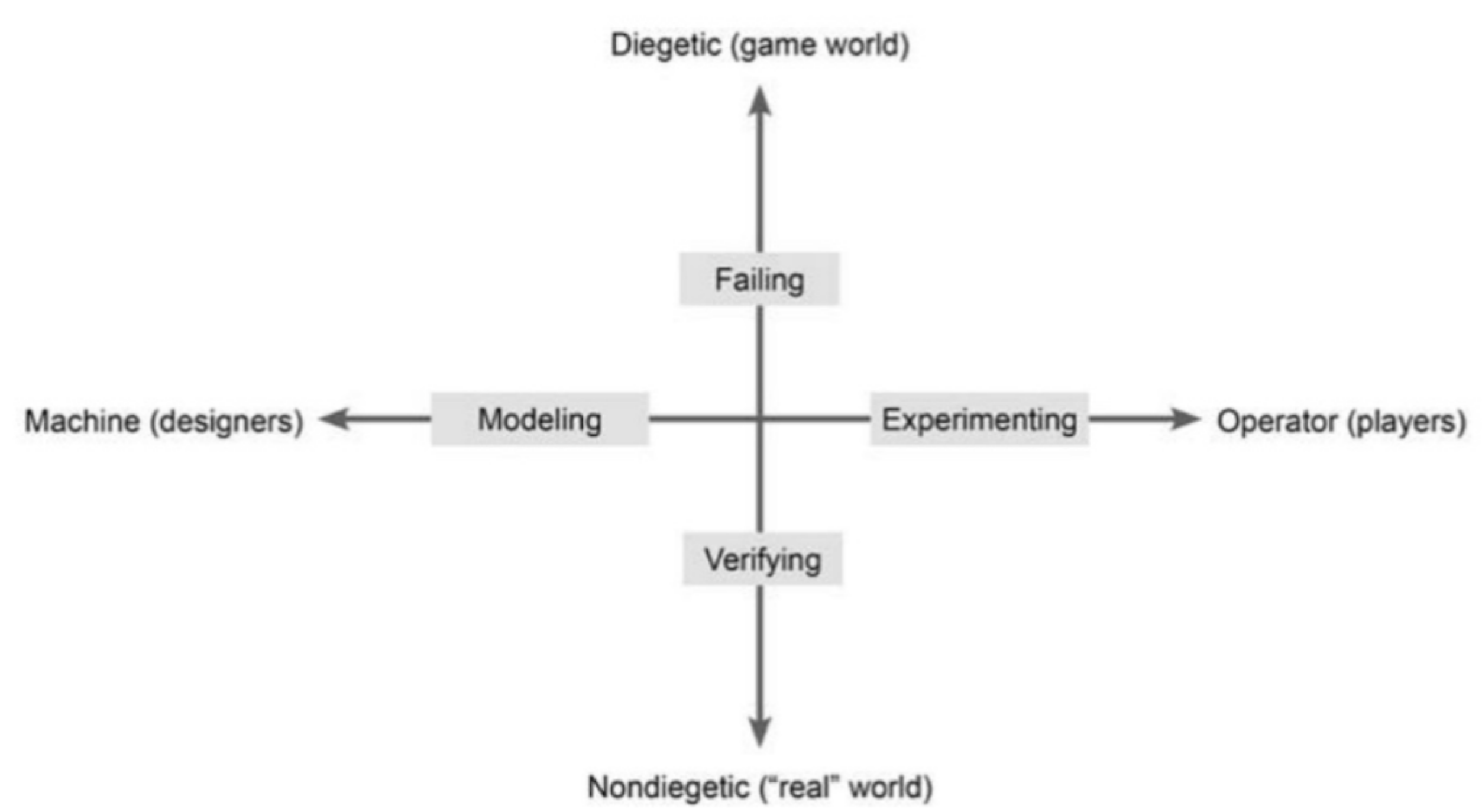
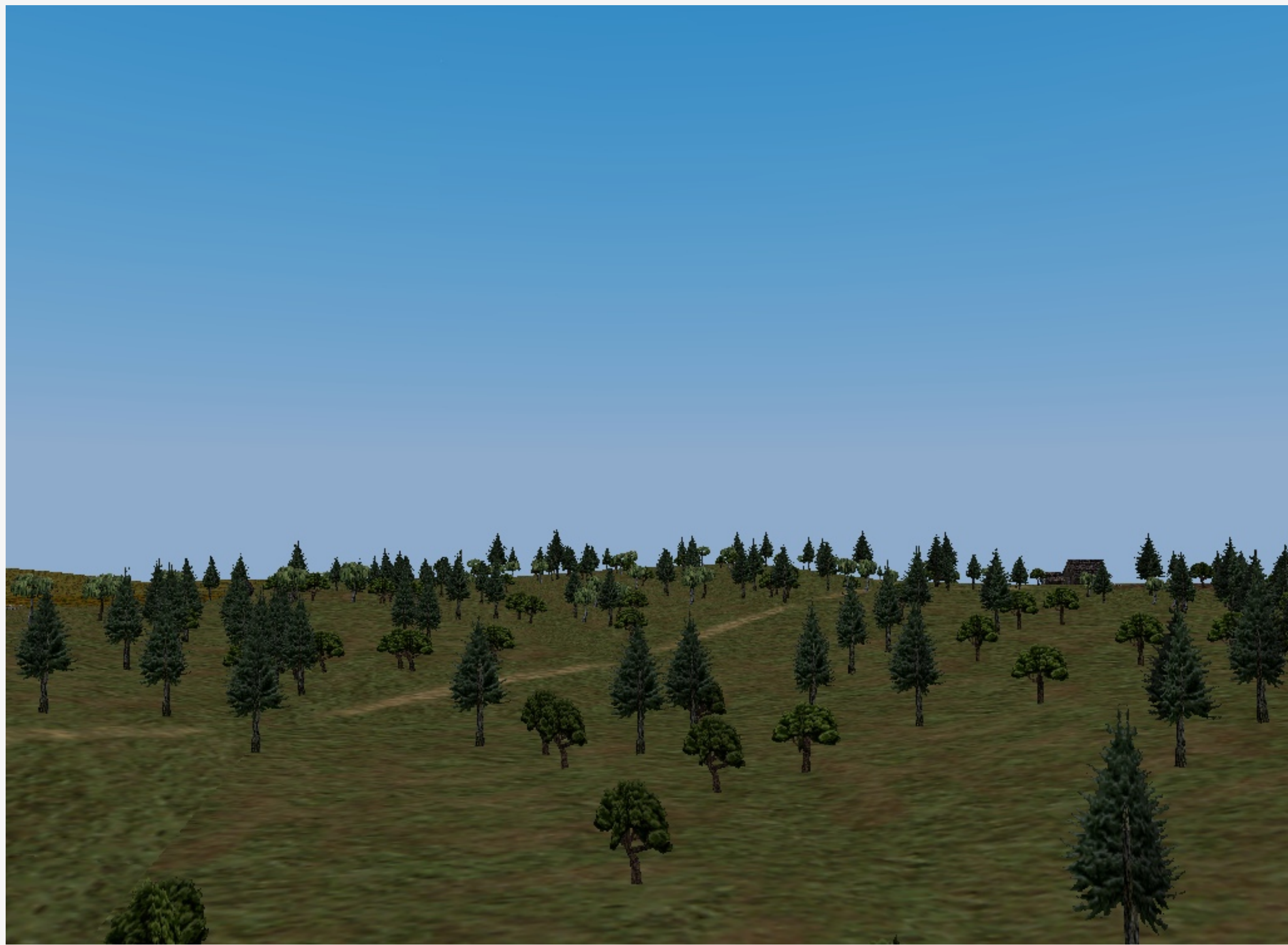
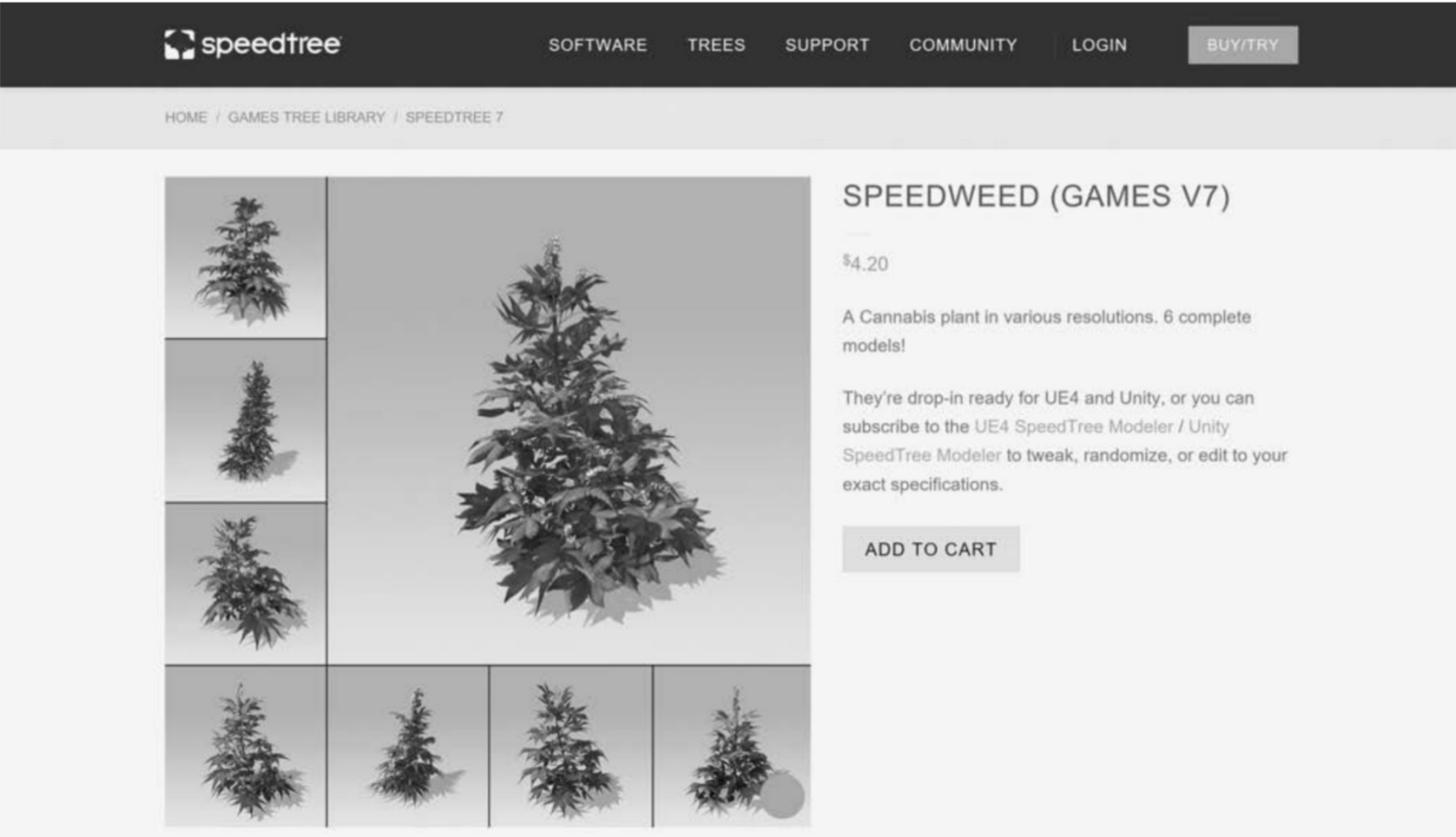


Figure 15. Mapping the intersection of games and ecology, using Alexander Galloway's original classification system from *Gaming*.





The screenshot displays the SpeedTree website interface. At the top, the SpeedTree logo is on the left, and navigation links for SOFTWARE, TREES, SUPPORT, COMMUNITY, LOGIN, and a BUY/TRY button are on the right. Below the navigation bar, a breadcrumb trail reads HOME / GAMES TREE LIBRARY / SPEEDTREE 7. The main content area features a large central image of a Cannabis plant model. To the left of this central image is a vertical column of four smaller images showing the plant from different angles. Below the central image is a horizontal row of four smaller images showing the plant from different perspectives. To the right of the images, the product title "SPEEDWEED (GAMES V7)" is displayed. Below the title, the price "\$4.20" is shown. A description follows: "A Cannabis plant in various resolutions. 6 complete models!". Below the description, a paragraph states: "They're drop-in ready for UE4 and Unity, or you can subscribe to the UE4 SpeedTree Modeler / Unity SpeedTree Modeler to tweak, randomize, or edit to your exact specifications." At the bottom of this section is an "ADD TO CART" button.

speedtree

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HOME / GAMES TREE LIBRARY / SPEEDTREE 7

SPEEDWEED (GAMES V7)

\$4.20

A Cannabis plant in various resolutions. 6 complete models!

They're drop-in ready for UE4 and Unity, or you can subscribe to the UE4 SpeedTree Modeler / Unity SpeedTree Modeler to tweak, randomize, or edit to your exact specifications.

ADD TO CART

Figure 20. Digitally modeled *Cannabis sativa*, or SpeedWeed, is one of the many plant species available in the SpeedTree online store.



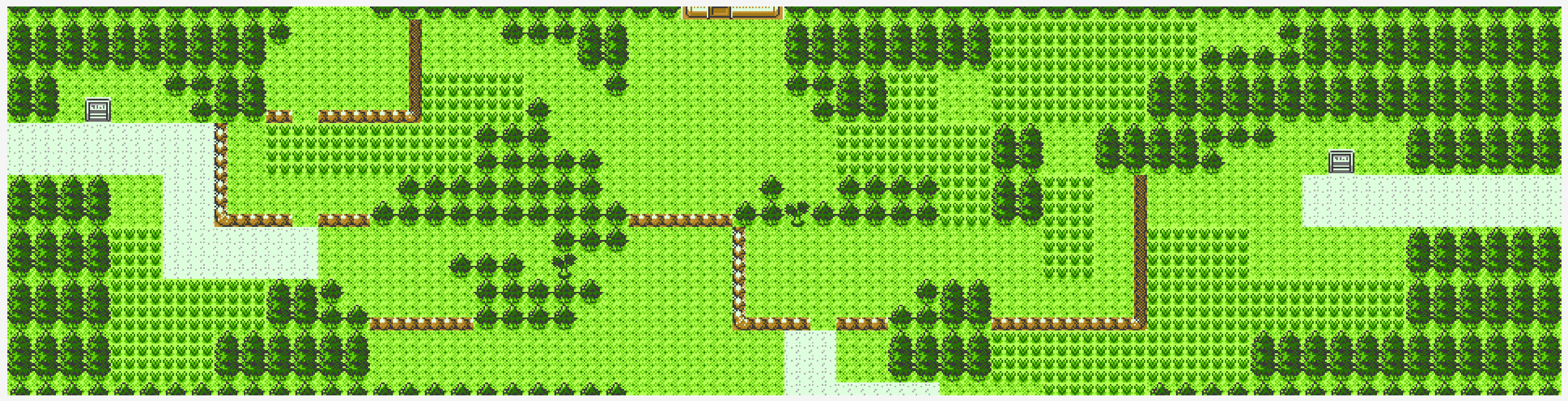




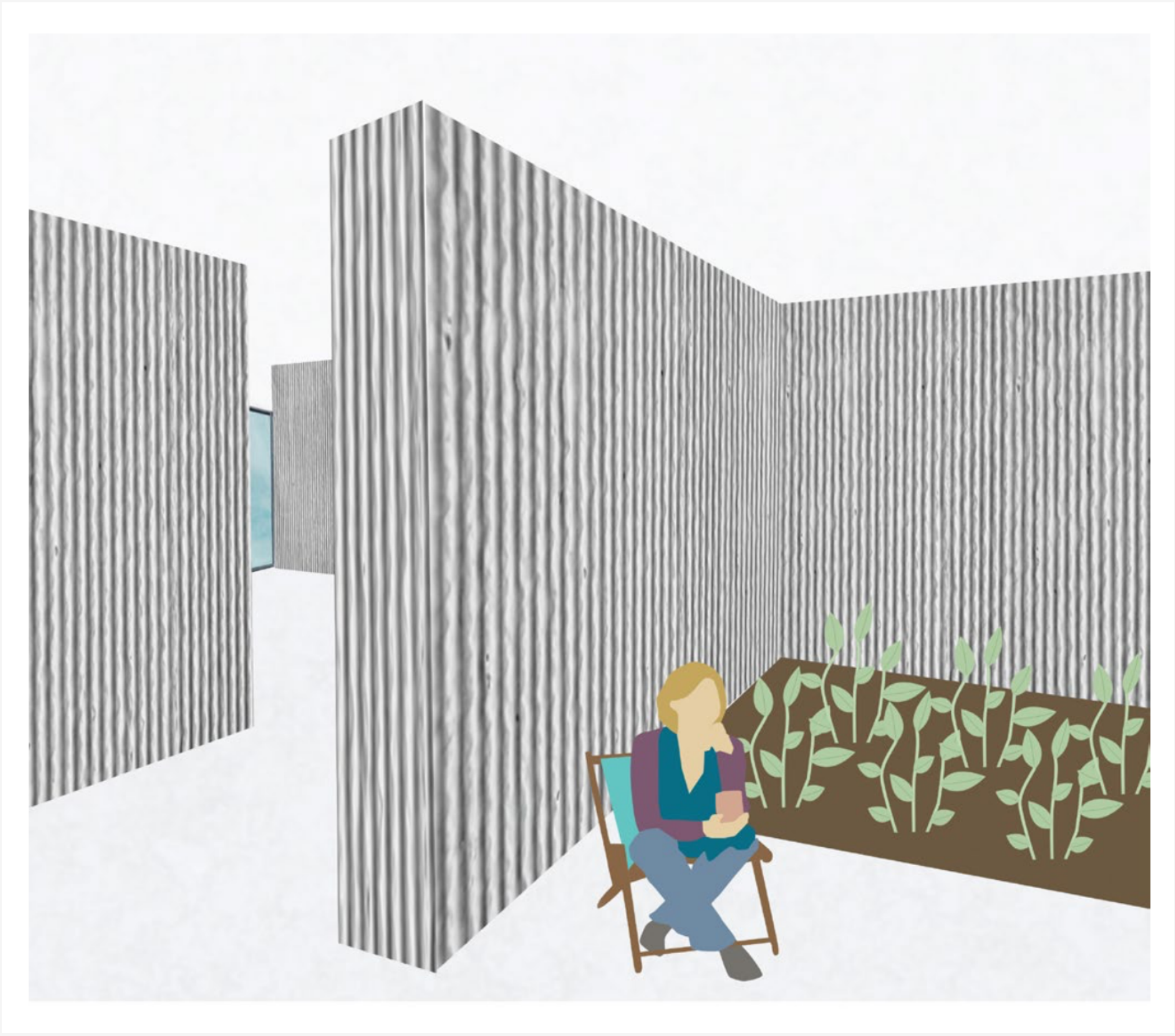
oh, just go outside!





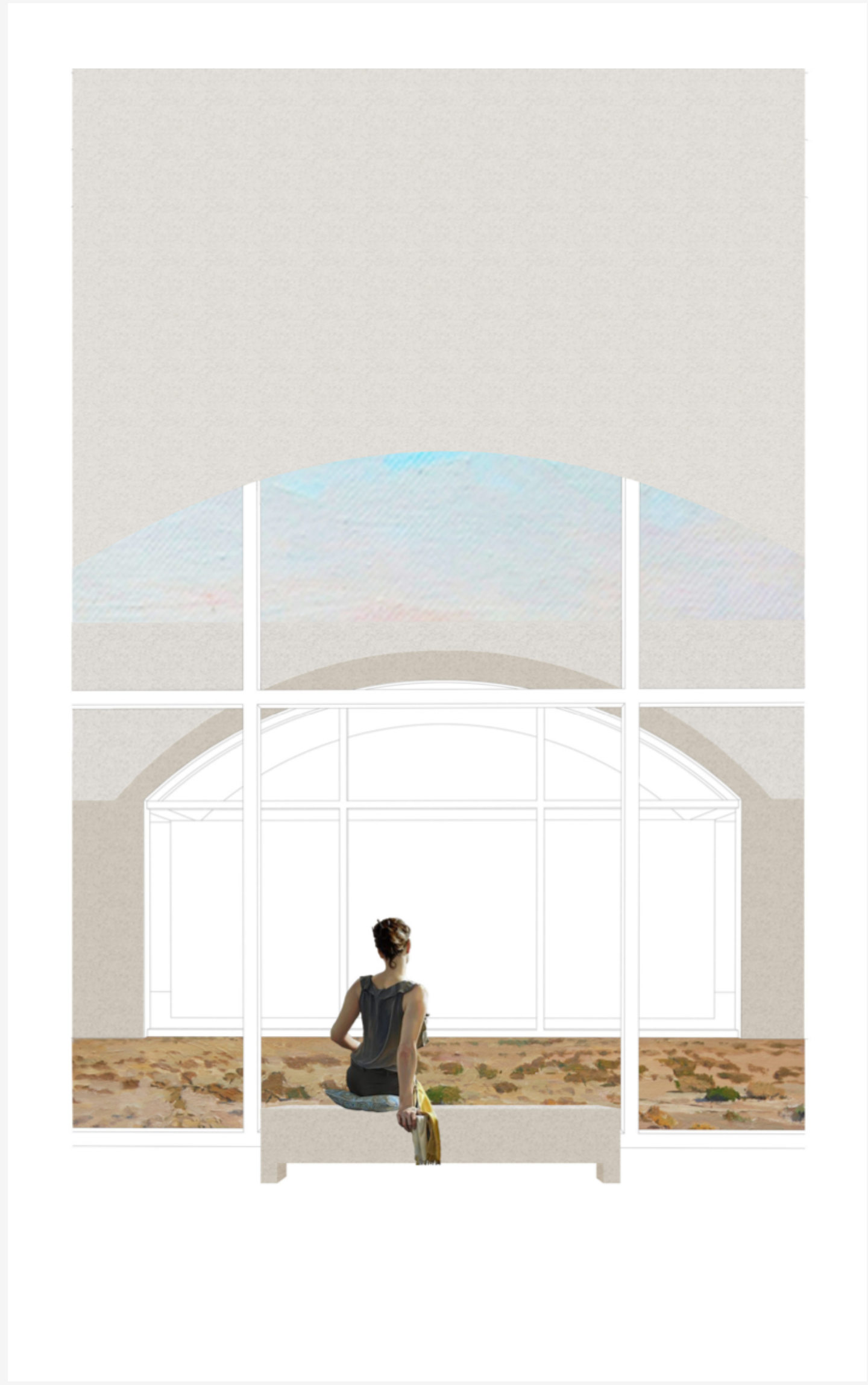






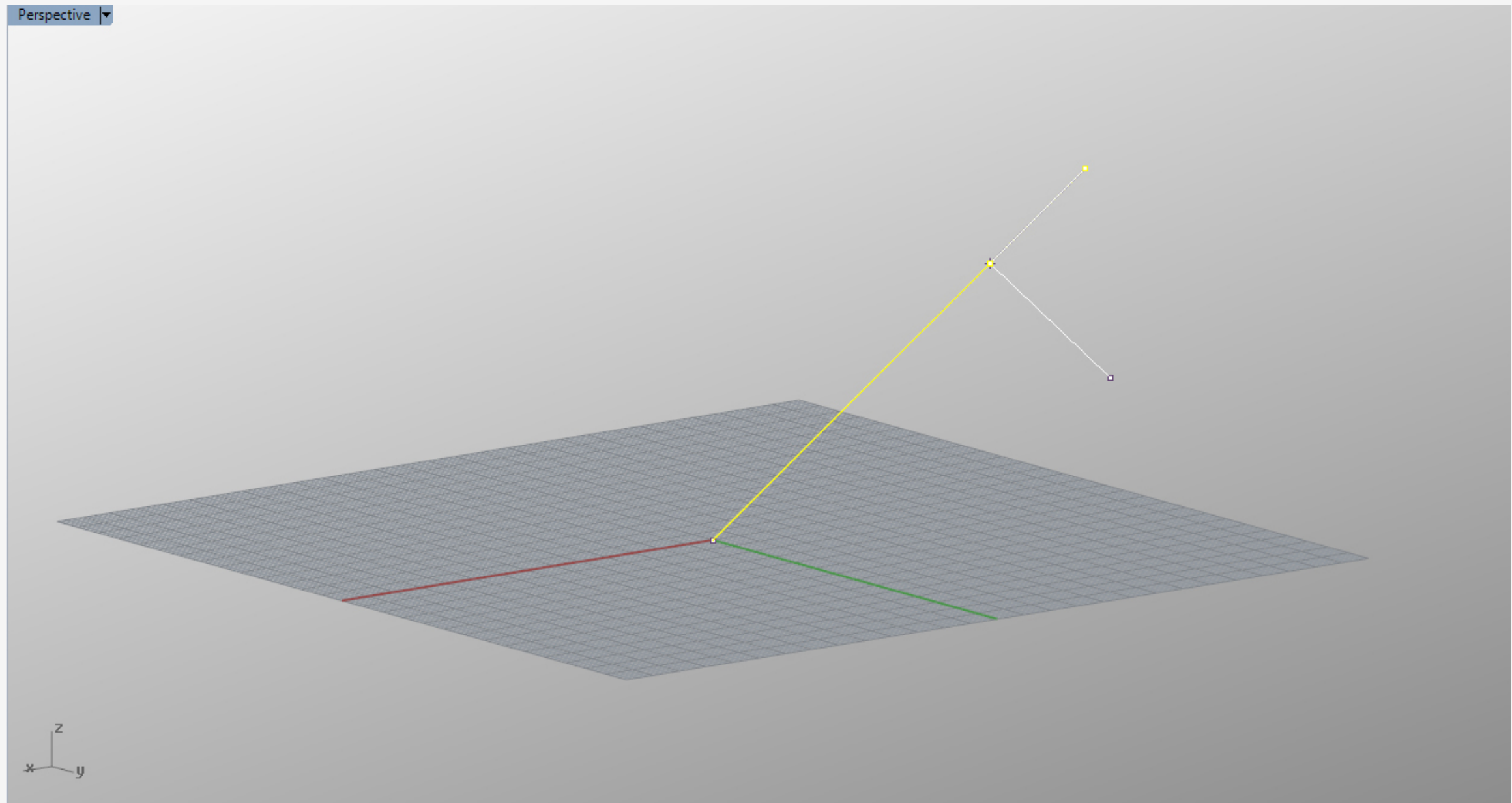


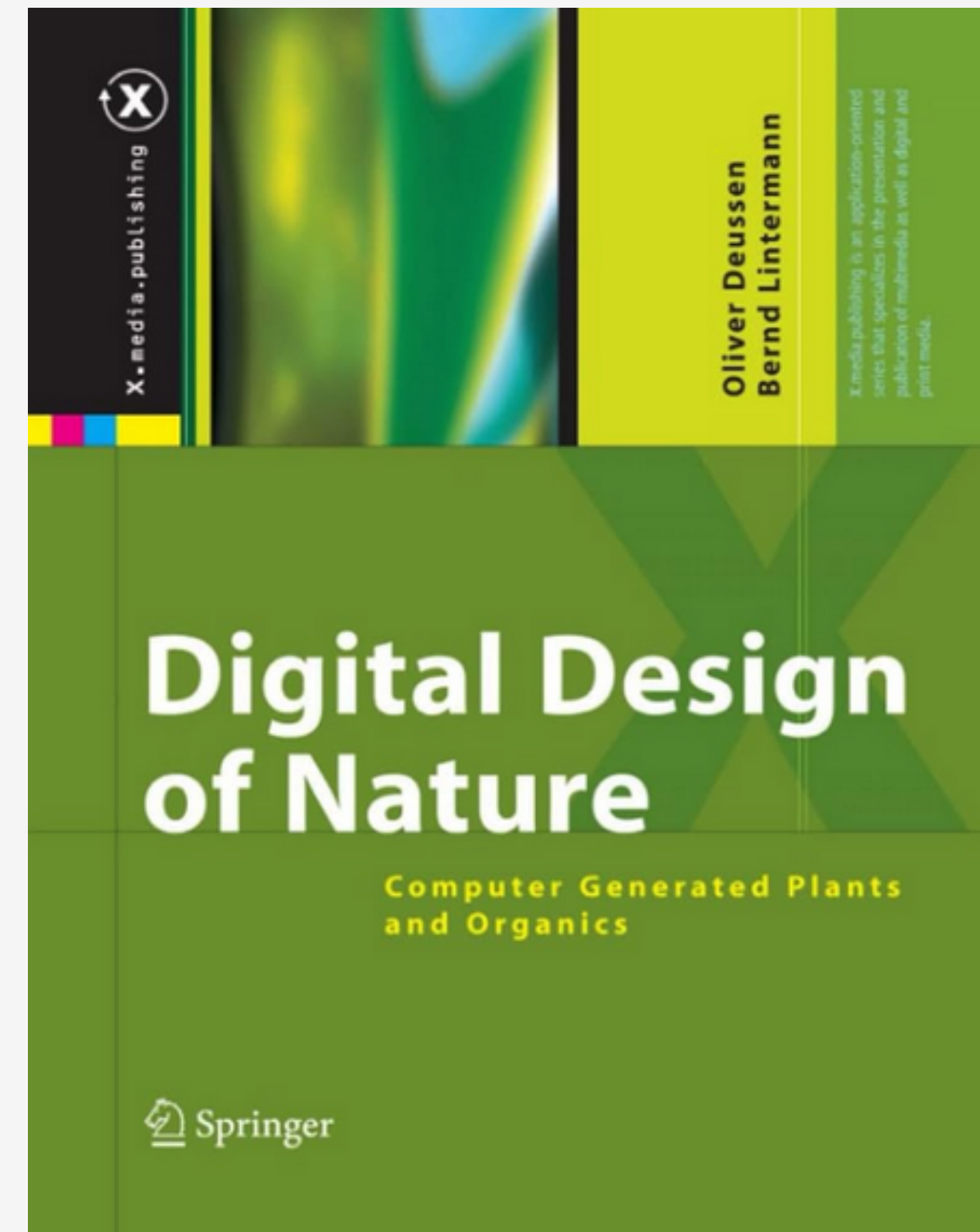
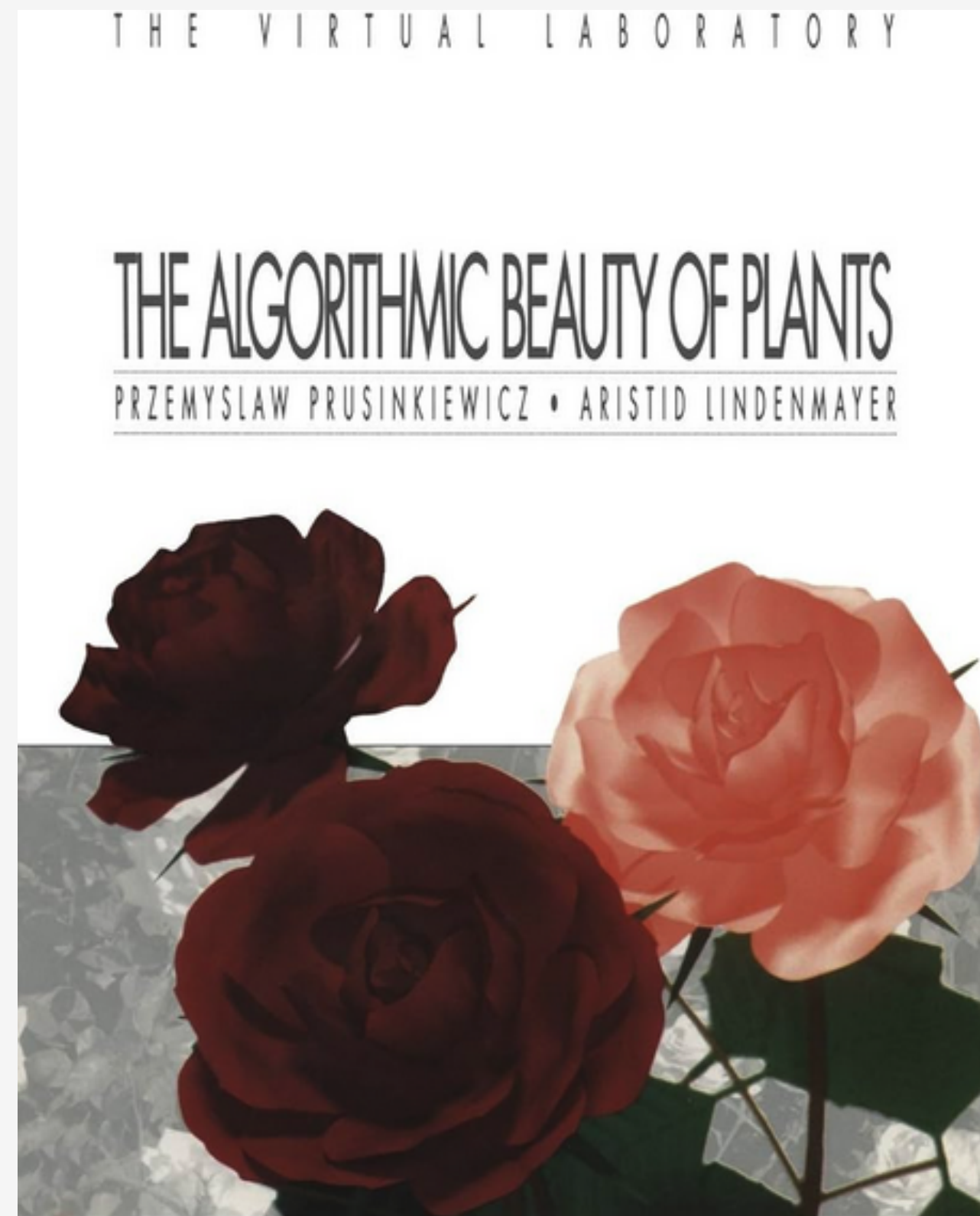
BUILDING SECTION, 1/8" = 1'













Article



PLAYING NATURE: ALENDA Y. CHANG ON GAMING'S ROLE IN THE CLIMATE CRISIS

Cover image: A Pacific Northwest-inspired forest biome from Strange Loop Games' Eco (screenshot credit: John Krajewski)

We speak with Alenda Y. Chang, writer, academic and contributor to *Artist Worlds* about the relationship between video games and the natural world and the role that play can have in confronting the climate emergency.

Alenda Y. Chang is the author of *Playing Nature: Ecology in Video Games* (2019), and the cofounder of Wireframe, a digital media studio fostering creative pedagogy, research, and design aligned with issues of social and environmental justice. Chang is also a founding co-editor of the open-access journal, *Media+Environment*. **Kay Watson** is Interim Head of Arts Technologies at the Serpentine.

Kay Watson: I became aware of your writing through the fantastic book *Playing Nature: Ecology*

10 Mar 2021

Interview Video Games

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"Play is hardly a panacea, but it is something we arguably need along with earnestness and righteous anger and grief."

Alenda Chang

