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	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Introduction -- The Eliza effect -- Computer game fictions -- Making models -- The tale-spin effect -- Character and author intelligence -- Authoring systems -- The SimCity effect -- Playable language and nonsimulative processes -- Conclusion -- Afterword.
	Sommario/riassunto	"Most books on digital media focus on what the machines of digital media look like from the outside but ignore the computational machines that make digital media possible. With this book, the first to approach computational processes from the perspective of media, games, and fiction, Wardrip-Fruin examines both the outside and the inside of digital media's machines."--BOOK JACKET.