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Nota di contenuto	Cover; Contents; Chapter 1 - Cultures of Technological Embodiment: An Introduction; Chapter 2 - Feedback and Cybernetics: Reimagining the Body in the Age of Cybernetics; Chapter 3 - The Future Looms: Weaving Women and Cybernetics; Chapter 4 - The Design of Virtual Reality; Chapter 5 - Postmodern Virtualities; Chapter 6 - The Embodied Computer/User; Chapter 7 - Rear-View Mirrorshades: The Recursive Generation of the Cyberbody; Chapter 8 - Cyberspace and the World We Live in; Chapter 9 - Descartes Goes to Hollywood: Mind, Body and Gender in Contemporary Cyborg Cinema Chapter 10 - Prosthetic Memory: Total Recall and Blade RunnerChapter 11 - Meat (or How to Kill Oedipus in Cyberspace); Chapter 12 - Beating the Meat/Surviving the Text, or How to Get Out of This Century Alive; Chapter 13 - Forms of Technological Embodiment: Reading the Body in Contemporary Culture; Chapter 14 - Cyber(Body)Parts: Prosthetic

Consciousness; Chapter 15 - Corpses, Animals, Machines and Mannequins: The Body and Cyberpunk; Index

Sommario/riassunto

This book investigates the realities of human embodiment and the limits of virtual worlds, and covers many topics. It will be of interest to academics and students in cultural studies, popular culture, communication, sociology of culture, and philosophy.
