1. Record Nr. UNINA9910454396903321 Autore Oddey Alison Titolo Modes of spectating [[electronic resource] /] / Alison Oddey and Christine White Pubbl/distr/stampa Bristol, UK.;; Chicago, III.,: Intellect Books,: University of Chicago Press, 2009 **ISBN** 1-84150-296-0 Descrizione fisica 1 online resource (268 p.) Altri autori (Persone) WhiteChristine 700.1 Disciplina Soggetti Mass media - Audiences Theater audiences Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Monografia Livello bibliografico Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Front Cover; Preliminary Pages; Contents; Introduction: Visions Now: Life is a Screen; Part One: Interactive Media and Youth Culture; Chapter 1 Altered States; Chapter 2 A Quick Walk Through Uncanny Valley; Chapter 3 Spectatorship and Action Research Performance Models; Part Two: Imaginative Escape; Chapter 4 The Active Audience: The Network as a Performance Environment; Chapter 5 The Audience in Second Life: Thoughts on the Virtual Spectator; Chapter 6 Cultural Use of Cyberspace: Paradigms of Digital Reality Chapter 7 Observing the Interactive Movie Experience: The Artist's Approach to Responsive Audience Interaction DesignPart Three: Identity and the Self-conscious Spectator; Chapter 8 Interior Spectating: Viewing Inner Imagery in Psychotherapy; Chapter 9 Tuning-in to Sound and Space: Hearing, Voicing and Walking; Chapter 10 Picturing Men: Performers and Spectators; Chapter 11 Haptic Visuality: The Dissective View in Performance; Chapter 12 Touched by Human Hands: City and

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## Sommario/riassunto

The notion of spectatorship has become of increasing interest as artists develop experimental works and manufacturers seek to produce the means for viewing such works. Modes of Spectating explores the visual landscapes which spectators encounter, and how they perceive what they view. The volume questions the effect of different mediums on the spectator and asks not only how we view, but also how what we view determines what artists create. Chapters discuss how gaming and televisual media and entertainment are used by young people, and the resulting psychological challenges of human beings in th