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| Autore                  | Gelernter David Hillel                                                                                                                                                                                                                                |
| Titolo                  | Mirror worlds, or, The day software puts the universe in a shoebox... : how it will happen and what it will mean / / David Gelernter [[electronic resource]]                                                                                          |
| Pubbl/distr/stampa      | New York : , : Oxford University Press, , 2020                                                                                                                                                                                                        |
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| Descrizione fisica      | 1 online resource (254 p.)                                                                                                                                                                                                                            |
| Collana                 | Oxford scholarship online                                                                                                                                                                                                                             |
| Disciplina              | 005<br>005.3                                                                                                                                                                                                                                          |
| Soggetti                | Virtual reality<br>Interactive computer systems<br>Virtual reality - Social aspects<br>Interactive computer systems - Social aspects                                                                                                                  |
| Lingua di pubblicazione | Inglese                                                                                                                                                                                                                                               |
| Formato                 | Materiale a stampa                                                                                                                                                                                                                                    |
| Livello bibliografico   | Monografia                                                                                                                                                                                                                                            |
| Note generali           | Previously issued in print: 1991.                                                                                                                                                                                                                     |
| Nota di bibliografia    | Includes bibliographical references and index.                                                                                                                                                                                                        |
| Nota di contenuto       | Contents; List of Figures; Acknowledgments; Notes on the Figures; Prologue; 1 Mirror Worlds?; 2 The Orb; 3 Disembodied Machines; 4 Space, Time and Multi-time; 5 The Deluge; 6 Simple Mind Machines; 7 Building Mirror Worlds; Epilogue; Notes; Index |
| Sommario/riassunto      | David Gelernter explains how 'mirror worlds' programming can be structured and used based on current and presently developing computer components and technology.                                                                                     |