

1. Record Nr.	UNINA9910797783603321
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Titolo	Refiguring minds in narrative media // David Ciccoricco
Pubbl/distr/stampa	Lincoln, [Nebraska] ; ; London, [England] : , : University of Nebraska Press, , 2015 ©2015
ISBN	0-8032-8475-6 0-8032-8473-X
Descrizione fisica	1 online resource (226 p.)
Collana	Frontiers of Narrative
Classificazione	LIT004020
Disciplina	801/.95
Soggetti	Literature - History and criticism - Theory, etc Human information processing in literature Cognition in literature Writing - Psychological aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Series Page -- Title Page -- Copyright Page -- Contents -- List of Illustrations -- Acknowledgments -- Introduction -- Part 1 -- 1. Tragic Misperceptions in a Novel of Twin Consciousness -- 2. Digital Fiction and Your Divided Attention -- 3. Gameworlds and Sharing Attention in Mythic Proportions -- Part 2 -- 4. Great Escalations in a Novel of the Everyday -- 5. Digital Fiction and Memory's Playground -- 6. Playing with Memory and a Graphophilic God of War -- Coda -- Appendix -- Notes -- References -- Index -- About David Ciccoricco -- Series List.
Sommario/riassunto	"Explores how writers and artists represent cognition in print fiction, digital fiction, and video games and what these representations tell us about our minds across media"-- "How do writers represent cognition, and what can these representations tell us about how our own minds work? Refiguring Minds in Narrative Media is the first single-author book to explore these questions across media, moving from analyses of literary narratives in print to those found where so much cultural and artistic production occurs today: computer screens. Expanding the domain of

literary studies from a focus on representations to the kind of simulations that characterize narratives in digital media, such as those found in interactive, web-based digital fictions and story-driven video games, David Ciccoricco draws on new research in the cognitive sciences to illustrate how the cybernetic and ludic qualities characterizing narratives in new literary media have significant implications for how we understand the workings of actual minds in an increasingly media-saturated culture. Amid continued concern about the impact of digital media on the minds of readers and players today, and the alarming philosophical questions generated by the communion of minds and machines, Ciccoricco provides detailed examples illustrating how stories in virtually any medium can still nourish creative imagination and cultivate critical--and ethical--reflection. Contributing new insights on attention, perception, memory, and emotion, *Refiguring Minds in Narrative Media* is a book at the forefront of a new wave of media-conscious cognitive literary studies"--
