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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 Design Part 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 Performance; Part Four: The Site of Spectating; Chapter 13 Dwellings in Image-spaces Chapter 14 Embodiment, Ambulation and Duration Chapter 15 Odd Anonymized Needs: Punchdrunk's Masked Spectator; Chapter 16 Sites of Performance: The Wollstonecraft Live Experience! ; Selected Bibliography; Authors Biographies; Index; Back Cover
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
