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Nota di contenuto	Book Cover; Title; Contents; List of illustrations; Acknowledgements; Introduction Paperworlds: Imagining the Renaissance Computer; The Silence of the Archive and the Noise of Cyberspace; Towards the Renaissance Computer; From Trivium to Quadrivium: Ramus, Method and Mathematical Technology; Textual Icons: Reading Early Modern Illustrations; The Early Modern Search Engine: Indices, Title Pages, Marginalia and Contents; National and International Knowledge: the Limits of the Histories of Nations; Arachne's Web: Intertextual Mythography and the Renaissance Actaeon The Daughters of Memory: Thomas Heywood's Gunaikeion and the Female Computer Pierre de La Primaudaye's French Academy: Growing Encyclopaedic; In the Wilderness of Forms: Ideas and Things in Thomas Browne's Cabinets of Curiosity; Articulate Networks: the Self, the Book and the World; Notes on contributors; Further reading; Index;
Sommario/riassunto	Some of today's foremost Renaissance scholars look afresh at the remarkable products of the first age of print and explore how these

anticipated many of the conditions of the present digital age.
