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and Self-Movement in the Work of Char Davies; 1. The Primacy of Self-Movement in Conferring Reality on Perception; 2. Beyond the Body-Image: Embodying Psychasthenia; 3. Digitizing the Racialized Body, or the Politics of Common Improperity; 1. Beyond Symbolic Interpellation: Understanding Digital Performativity  
2. Beyond Visibility: the Generalization of Passing  
3. "Corporeal Malediction" and the "Racial- Epidermal Schema"; 4. From Negrophobia to Negrophilia; 5. Mobilizing Affectivity beyond the Image; 6. Forging the Affection-Body; 4. Wearable Space; 1. Encountering the Blur; 2. The Architectural Body; 3. The "Interiority" of Architecture; 4. Internal Resonance; 5. A New Organicism; 6. Wearing the Blur; 5. The Digital Topography of House of Leaves; 1. The Digital; 2. Media; 3. Body; Notes; References; Bibliography; Index

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## Sommario/riassunto

Bodies in Code explores how our bodies experience and adapt to digital environments. Cyberculture theorists have tended to overlook biological reality when talking about virtual reality, and Mark B. N. Hansen's book shows what they've been missing. Cyberspace is anchored in the body, he argues, and it's the body--not high-tech computer graphics--that allows a person to feel like they are really "moving" through virtual reality. Of course these virtual experiences are also profoundly affecting our very understanding of what it means to live as embodied beings. Hansen draws up

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