Process-Oriented Fictions:
Narrative in the Age of Media Machines

Noah Wardrip-Fruin

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APR. 08 2010

CRITIQUE & DISCUSSION
302 Fine Arts C
10 am

PLAYING WHAT WE MEAN: GAMES, FICTION & EXPRESSIVE PROCESSING
282 Reitz Union
5 pm

NOAH WARDRIP-FRUIN is a literary artist in digital media whose work connects writing with the arts, humanities, and computer science—with a particular interest in fiction and playability. His projects include The Impermanence Agent, Screen, The New Media Reader (co-edited with Nick Montfort), three edited collections with Pat Harrigan (First Person, Second Person, and Third Person), and the group blog Grand Text Auto. He is currently an Assistant Professor with the Expressive Intelligence Studio in the Department of Computer Science at the University of California, Santa Cruz. His recent book Expressive Processing: Digital Fictions, Computer Games, and Software Studies is the first in MIT Press' new Software Studies series.

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