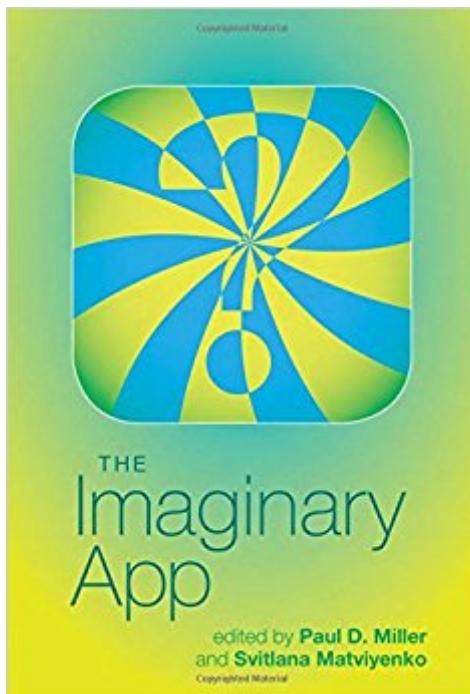


The book was found

The Imaginary App (Software Studies)



Synopsis

Mobile apps promise to deliver (h)appiness to our devices at the touch of a finger or two. Apps offer gratifyingly immediate access to connection and entertainment. The array of apps downloadable from the app store may come from the cloud, but they attach themselves firmly to our individual movement from location to location on earth. In *The Imaginary App*, writers, theorists, and artists--including Stephen Wolfram (in conversation with Paul Miller) and Lev Manovich--explore the cultural and technological shifts that have accompanied the emergence of the mobile app. These contributors and interviewees see apps variously as "a machine of transcendence," "a hulking wound in our nervous system," or "a promise of new possibilities." They ask whether the app is an object or a relation, and if it could be a "metamedium" that supersedes all other artistic media. They consider the control and power exercised by software architecture; the app's prosthetic ability to enhance certain human capacities, in reality or in imagination; the app economy, and the divergent possibilities it offers of making a living or making a fortune; and the app as medium and remediator of reality. Also included (and documented in color) are selected projects by artists asked to design truly imaginary apps, "icons of the impossible." These include a female sexual arousal graph using Doppler images; "The Ultimate App," which accepts a payment and then closes, without providing information or functionality; and "iLuck," which uses GPS technology and four-leaf-clover icons to mark places where luck might be found. Contributors: Christian Ulrik Andersen, Thierry Bardini, Nandita Biswas Mellamphy, Benjamin H. Bratton, Drew S. Burk, Patricia Ticineto Clough, Robbie Cormier, Dock Currie, Dal Yong Jin, Nick Dyer-Witheford, Ryan and Hays Holladay, Atle Mikkola Kjær, Eric Kluitenberg, Lev Manovich, Vincent Manzerolle, Svitlana Matviyenko, Dan Mellamphy, Paul D. Miller aka DJ Spooky That Subliminal Kid, Steven Millward, Anna Munster, Søren Bro Pold, Chris Richards, Scott Snibbe, Nick Srnicek, Stephen Wolfram

Book Information

Series: Software Studies

Hardcover: 320 pages

Publisher: The MIT Press (August 29, 2014)

Language: English

ISBN-10: 0262027488

ISBN-13: 978-0262027489

Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 1.7 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #596,007 in Books (See Top 100 in Books) #85 in Books > Arts & Photography > Graphic Design > Commercial > Branding & Logo Design #3897 in Books > Politics & Social Sciences > Social Sciences > Communication & Media Studies

[Download to continue reading...](#)

The Imaginary App (Software Studies) App Development: App Design and Development for Beginners Troubleshooting PC Hardware: An Interactive Computer Diagnostic App (Help Desk in an eBook App 1) Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) Surreptitious Software: Obfuscation, Watermarking, and Tamperproofing for Software Protection: Obfuscation, Watermarking, and Tamperproofing for Software Protection The Stack: On Software and Sovereignty (Software Studies) Cartographic Grounds: Projecting the Landscape Imaginary Imaginary Characters: Mixed-Media Painting Techniques for Figures and Faces Principles of Creature Design: creating imaginary animals The Imaginary Portraits of George Condo Shoes, Shoes, Shoes: A Delightful Book of Imaginary Footwear for Coloring, Decorating, and Dreaming The Steampunk Bible: An Illustrated Guide to the World of Imaginary Airships, Corsets and Goggles, Mad Scientists, and Strange Literature The Racial Imaginary: Writers on Race in the Life of the Mind Keri Smith's Adventure Lab: A Boxed Set of How to Be an Explorer of the World, Finish This Book, and The Imaginary World of . . . The Imaginary Museum of Musical Works: An Essay in the Philosophy of Music Animated Performance: Bringing Imaginary Animal, Human and Fantasy Characters to Life (Required Reading Range) Global Tangos: Travels in the Transnational Imaginary The Imaginary Girlfriend: A Memoir The App Generation: How Today's Youth Navigate Identity, Intimacy, and Imagination in a Digital World Python on Symbian: Mobile app development made easy

[Dmca](#)