Adam STANGEBY: Bibliography 1/5

**Aarseth**, Espen. *Cybertext: Perspectives on ergodic literature*. Baltimore: The Johns Hopkins University Press, 1997.

**Anderson**, Craig and Dill, K.E. “Video Games and Aggressive Thoughts, Feelings, and Behavior in the Laboratory and in Life.” In *Journal of Personality and Social Psychology* 78 (2000): 772–790

**Armitage**, G. **“**Lag over 150 milliseconds is unacceptable.” May 2001. Available from: <http://www.gja.space4me.com/things/quake3-latency-051701.html>.

**Bainbridge**, William Sims. *Online Multiplayer Games*. San Rafael, Calif.: Morgan & Claypool Pub., 2010.

**Bainbridge**, W. S., and Bainbridge, W.A. “Creative uses of software errors: Glitches and cheats.” In *Social Science Computer Review* 25:1 (2007) p.61-77.

**Beigbeder**, Tom; Coughlan, Rory; Lusher, Corey; Plunkett, John; Agu, Emmanuel; Claypool Mark “The effects of loss and latency on user performance in Unreal Tournament 2003.” In *Proceedings of ACM Network and System Support for Games Workshop (NetGames)* (Portland, OR). New York: ACM Press, 2004: 144-151.

**Bernier**, Y.W. **“**Latency compensating methods in client/server in-game protocol design and optimization.” In Proceedings of the Game Developers Conference, February 2001. Available from: <http://www.gdconf.com/archives/2001/bernier.doc>.

**Bhatti**, N.;Bouch, A.;Kuchinsky, A. **“**Integrating user perceived quality into web server design.” In Proceedings of the 9th International World Wide Web Conference, Amsterdam, Netherlands, May 2000.

**Blow**, Jonathan “A look at latency in networked games.” In *Game Developer* 5:7 (Jul. 1998): 28-40.

**Bocchi**, Enrico; De Cicco , Luca; Mellia, Marco; Rossi, Dario “The Web, the Users, and the MOS: Influence of HTTP/2 on User Experience.” In *Passive and Active Measurement* (March 2017): 47-59.

**Bogost**, Ian. *Unit Operations: an approach to videogame criticism*. Cambridge, Mass.: MIT Press, 2006.

**Bolter**, Jay David “Theory and Practice in New Media Studies.” In *Digital Media Revisited*, eds. Gunnar Liestol, Andrew Morrison, and Terje Rasmussen (Cambridge, MA: The MIT Press, 2003): 15-34;

**Bolter**, Jay David, and Richard Grusin. *Remediation: understanding new media.* Cambridge, Mass.: MIT Press, 2003.

**Bouch**, A; Kuchinsky, A.; Bhatti, N. “Quality is in the Eye of the Beholder: Meeting User’s Requirements for Internet Quality of Service.” Tech. rep. HPL-2000-4, HP Labs, Palo Alto, CA, Jan. 2000.

**Boyd** D. “Social network sites as networked publics: affordances, dynamics, and implications.” In: Papacharissi Z (ed.) *A Networked Self: Identity, Community and Culture on Social* *Network Sites*. New York: Routledge, 2010: 39–58.

**Boyes**, Arielle and Gackenbach, Jayne “Nightmare Protection, Gender, and Video Game Play.” In *Dreaming (American Psychological Association)* 26:1 (2016): 29-41.

**Brady**, P.T. “Effects of Transmission Delay on Conversational Behavior on Echo-Free Telephone Circuits.” In *Bell System Technical Journal* 50:1 (1971): 115-134.

**Brooks**, P. and Hestnes, B. “User measures of quality of experience: why being objective and quantitative is important.” In *IEEE Network* 24:2 (Mar. 2010): 8-13.

**Calleja**, Gordon. *In-game: from immersion to incorporation*. Cambridge, Mass.: MIT Press, 2011.

**Cardoso**, Pedro and Miguel Carvalhais “Breaking the Game: The traversal of the emergent narrative in video games.” *CITAR: Journal of Science and Technology of the Arts,* 5:1 (2013): 25-31.

**Carey**, James. *Communication as Culture: Essays on Media and Society.* Boston: Unwin Hyman, 1988.

**Chen**, K; Huang, P.; Lei, C. “How sensitive are online gamers to network quality?” In *Communications of the ACM* 49:11 (2006): 34-38.

Adam STANGEBY: Bibliography 2/5

**Chun**, Wendy H.K. “On Software, or the Persistence of Visual Knowledge.” *Grey Room 18*, (2004): 26-51.

**Ciccarelli**, Gianluca and Lo Cigno, Renato “Collusion in peer-to-peer systems.” In *Computer Networks* 55 (2011): 3517-3532.

**Claypool**, Mark and Claypool, Kajal “Latency can Kill: Precision and Deadline in Online Games.” Presented at MMSys’10 from Feb. 22-23, 2010 in Phoenix, AZ, USA.

**Claypool**, Mark and Claypool, Kajal “Latency and Player Actions in Online Games.” In *Communications of the ACM* 49:11 (Nov. 2006): 40-45.

**Claypool**, Mark “The effect of latency on user performance in Real-Time Strategy games.” *Computer Networks,*49 (2005): 52-70.

**Cloud**, Dana L. “On Dialectics and “Duelism”: A Reply to Jennifer Daryl Slack.” In *Communication and Critical/Cultural Studies* 5:1 (Mar. 2008): 102-107.

**Consalvo**, Mia. *Cheating: gaining advantage in videogames.* Cambridge, Mass.: MIT Press, 2009.

**Consalvo**, Mia “Lag, Language, and Lingo: Theorizing Noise in Online Game Spaces.” In *The Video Game Theory Reader 2,* edited by Bernard Perron and Mark J.P. Wolf, 295-312. New York: Routledge, 2008.

**Consalvo**, Mia and Dutton, Nathan “Game Analysis: Developing a Methodological Toolkit for the Qualitative Study of Digital Games.” In *Game Studies* 6:1 (2006). Available online at <http://gamestudies.org/0601/articles/consalvo\_dutton>.

**Crawford**, Kate and Gillespie, Tarleton “What is a flag for? Social media reporting tools and the vocabulary of complaint.” In *new media & society* 18:3 (2016): 410-428.

**Crovella**, Mark and Carter, Robert “Dynamic server selection in the internet.” Proceeding of HPCS’95, August 1995.

**Csikszentmihalyi**, Mihaly. *Flow: The Psychology of Optimal Experiences*.New York: Harper

Perennial, 1991.

**Dick**, Matthias; Wellnitz, Oliver; Wolf, Lars “Analysis of Factors Affecting Players’ Performance and Perception in Multiplayer Games.” Presentat at NetGames’05 on Oct. 10-11, 2005, in Hawthorne, NY, USA.

**Ding**, Lijing and Goubran, Rafik A. “Speech Quality Prediction in VoIP Using the Extended E-Model.” Presented at *IEEE GLOBECOM ’03 – Global Telecommunications Conference* on Dec. 1-5, 2003. Added to *IEEE Xplore* on Jan. 14, 2004.

**Eco**, Umberto “Towards A Semiotic Enquiry into the TV message.” In *Internationalizing cultural studie: an anthology,* edited by M.A. Abbas, John Nguyet Erni, and Wimal Dissanayake, Chp 18. Malden, MA: Blackwell Pub., 2004.

**Engelke**, U. and Zepernick, H.J. “Perceptual-Based Quality Metrics for Image and Video Services: A Survey.” *NGI’07*, Trodheim, Norway, May 2007: 190-197.

**Fiedler**, Markus; Hossfeld, Tobias; Tran-Gia, Phuoc “A generic quantitative relationship between Quality of Experience and Quality of Service.” In *IEEE Network*, 24:2 (March, 2010): 36-41.

**Fiske**, John “Television: Polysemy and Popularity.” *Critical Studies in Mass Communication*, 3:4(1986): 391-408.

**Fritsch**, Tobias; Ritter, Hartmut; Schiller, Jochen “The effect of latency and network limitations on MMORPGs: A field study of Everquest 2.” Presented at the Proceedings of the Fourth ACM Network and System Support for Games (NetGames) Workshop in Hawthorne, NY from Oct. 10-11, 2005.

**Galloway**, Alexander R. “Language Wants to be Overlooked: On Software and Ideology.” In *journal of visual culture* 5:3 (2006): 315-331.

**Galloway**, Alexander R. *Gaming: essays on algorithmic culture*. Minneapolis, Minn.: University of Minnesota Press, 2006.

Adam STANGEBY: Bibliography 3/5

**Gunning**, Tom “Uncanny reflections, modern illusions: Sighting the modern optical uncanny.” In Jervis, J. and Collins, J. (eds.) *Uncanny Modernity.* New York: Palgrave, 2008: 68-90.

**Hall**, Stuart “Encoding, Decoding.” In *The Cultural Studies Reader – 3rd Edition,* edited by Simon During, 507-517. London: Routledge, 2007.

**Hassan**, Jahan; Das, Sajal; Hassan Mahbub; Bisdikian, Chatschik; Soldani, David “Improving quality of experience for network services.” In *IEEE Network* vol. 24 (Mar., 2010): 4-6.

**Hayles**, Katherine N. “Print is Flat, Code is Deep: The Importance of Media-Specific Analysis.” *Poetics Today,* 25:1 (Spring, 2004): 67-90.

**Hayles**, Katherine N. “Traumas of Code.” *Critical Inquiry,* 33:1 (Autumn, 2006): 136-157.

**Henderson**, T. “Latency and user behaviour on a multiplayer game server.” In Proceedings of the Third International COST Workshop (NGC 2001), November 2001 LNCS 2233, Springer-Verlag, London, UK, 2001, pp. 1–13.

**Hill**, Benjamin Mako “Revealing Errors.” In *Error: Glitch, Noise, and Jam in New media cultures*, edited by Mark Nunes, 27-41. New York: Continuum, 2010. ​

**Holmes**, Eben “Strange Reality: Glitches and Uncanny Play.” *Eludamos Journal for Computer Game Culture,* 4:2 (2010): 255-276.

**Huang**, Lan-Ying and Hsieh, Ying-Jiun “Predicting online game loyalty based on need gratification and experiential motives.” In *Internet Research* 21:5 (2011): 581-598.

**International Telecommunication Union** “Recommendation G.1010: End-User Multimedia QoS Categories.” (2001) Accessed online at <http://www.itu.int/rec/T-REC-G.1010-200111-I> on Oct. 18, 2017.

**International Telecommunication Union** “Recommendation P.910: Subjective video quality assessment methods for multimedia applications.” (1999) Accessed online at <http://www.itu.int/rec/T-REC-P.910-200804-I> on Oct. 18, 2017.

**Jarschel**, Michael; Schlosser, Daniel; Scheuring, Sven; Hossfeld, Tobias “Gaming in the clouds: QoE and the users’ perspective” In *Mathematical and Computer Modelling* 57 (2013): 2883-2894.

**Jehaes**, T.; Vleeschauwer, D.; Coppens, T.; Doorselaer, B.; Deckers, E.; Naudts, W.; Spruyt, K.; Smets, R. “Access network delay in networked games.” In *Proceedings of the ACM Network and System Support for Games* *(NetGames) Workshop* (Redwood City, CA, May 22–23). ACM Press, New York, 2003.

**Jelassi**, Sofiene; Rubino Gerardo; Melvin Hugh; Youssef, Habib; Pujolle, Guy “Quality of Experience of VoIP Service: A survey of assessment approaches and open issues.” In *IEEE Communication Surveys & Tutorials* 14:2 (Second Quarter, 2012): 491-513.

**Jenkins**, Henry. *Convergence Culture.* New York: New York University Press, 2006.

**Juul**, Jesper. *The Art of Failure: An Essay on the Pain of playing video games.* Cambridge, Mass: MIT Press, 2013.

**Juul**, Jesper. *Half-real: video games between real rules and fictional worlds*. Cambridge, Mass: MIT Press, 2005.

**Khirman**, Stas and Henriksen, Peter “Relationship between Quality-of-service and Quality-of-experience for Public Internet Service.” In *3rd Passive Active Measurement Wksp.*, Fort Collins, CO, March, 2002.

**Kim**, Jim Ryong; Park, Il Kyu; Shim, Kwang Hyun “The Effects of Network Loads and Latency in Multiplayer Online Games.” In *Entertainment Computing – ICEC 2007,* edited by Lizhuang Ma, Matthias Rauterberg, and Ryohei Nakatsu, 427-432. Shanghai, China: International Federation for Information Processing, 2007.

**Klein**, Jeremy; Freeman, Jonathan; Lessiter, Jane; Ferrari, Eva; Wilds, Mark “Assessing Network Quality of Experience.” Prepared for Ofcom (Ref: OF019), Nov. 2009. Accessed online at

Adam STANGEBY: Bibliography 4/5

<http://www.qostic.org/Qostic/wp-content/uploads/Qostic6/AHQ-67-10-NetworkQoE.pdf> on Oct. 18, 2017.

**Kline**, Stephen; Dyer-Witheford, Nick; De Peuter, Greig. *Digital Play: the Interaction of Technology, Culture and Marketing.* Montreal: McGill-Queen’s University Press, 2003.

**Koumaras**, Harilaos; Liberal, Fidel; Sun, Lingfen “Quality of experience issues in multimedia provision.” In *Telecommunication Systems* (Jun. 2010): 1-3.

**Kucklich**, Julian “A Techno-Semiotic Approach to Cheating in Computer Games, or how I learned to stop worrying and love the machine.” In *Games and Culture* 4:2 (2009): 158-169.

**Lasswell**, Harold “The Structure and Function of Communication in Society.” In *The Communication of Ideas*, L. Bryson, ed. (New York: Institute of Religious and Social Studies, 1948).

**Lim**, Bum Hyun; Kim, Jin Ryong; Shim, Kwang Hyun “Hierarchical load testing architecture using large scale virtual clients.” Presented at the IEEE International Conference on Multimedia and Expo 2006 (ICME 2006) in Toronto, Ontario, Canada from July 9-12, 2006.

**Loguinov**, D. and Radha, H. “Measurement study of low-bitrate internet video streaming.” In Proceedings of the ACM SIGCOMM Internet Measurement Workshop, November 2001.

**Mackenzie**, Adrian *Cutting Code: Software and Sociality.* New York, Peter Lang, 2006.

**Marshall**, Ian and Roadknight, Chris “Linking cache performance to user behaviors.” In *Computer Networks and ISDN systems* vol. 30: 2123-2130.

**Moffitt**, Mary Anne “Articulating Meaning: Reconceptions of the Meaning Process, Fantasy/Reality, and Identity in Leisure Activities.” In *Communication Theory* 3:3 (1993): 231-251.

**Morley**, David. *Television, audience, and cultural studies.* London, Routledge, 1992.

**Morley**, David “Unanswered Questions in Audience Research.” *The Communication Review,* 9:2 (2006): 101-121.

**Newman**, James. *Playing with videogames*. London: Routledge, 2008.

**Nitsche**, M. “Mapping time in videogames.” In A. Baba (Ed.), *Proceedings of the Digital Games Research Association International Conference (DiGRA) 2007*: 145-152. Tokyo,Japan.

**Ntarmos**, N. and Triantafillou, P. “SeAl: managing accesses and data in peer-to-peer sharing networks.” In Proceedings of the 4th IEEE International Conference on Peer-to-Peer Computing (P2P’04), Zurich, Switzerland (2004).

**Nunes**, Mark “Error, Noise, and Potential: The Outside of Pupose.” In *Error: Glitch, noise, and jam in new media cultures*, edited by Mark Nunes, 3-26. New York: Continuum, 2011.

**Pantel**, Lothar and Wolf, Lars “On the impact of delay on real-time multiplayer games.” In *Proceedings of the ACM International Workshop on Network and Operating System Support for Digital Audio and Video (NOSSDAV)* (Miami, May). New York: ACM Press, 2002: 23-29.

**Pike**, Rob “Systems Software Research is Irrelevant.” Accessed online at <http://doc.cat-v.org/bell_labs/utah2000/> on Oct. 18, 2017.

**Pillai**, Poonam “Rereading Stuart Hall’s Encoding/Decoding Model.” *Communication Theory*, 2:3 (August, 1992): 221-233.

**Poster**, Mark “Underdetermination.” *New Media & Society,* 1:1 (1999): 12-17.

**Price** M. and Verhulst S. *Self-Regulation and the Internet*. The Hague: Kluwer Law International, 2005.

**Quax**, P; Monsieurs, P.; Lamotte, W; Vleeschauwer, D.D.; Degrande, N. “Objective and subjective evaluation of the influence of small amounts of delay and jitter on a recent first person shooter game.” In Proc. Workshop on Network and System Support for Games, pages 152–156, 2004.

**Radway**, Janice “What’s the Matter with Reception Study? Some Thoughts on the Disciplinary Origins, Conceptual Constraints, and Persistent Viability of a Paradigm.” In *New Directions in American reception study*, edited by Philip Goldstein and James L. Machor, 327-352. Oxford: Oxford University Press, 2008.

Adam STANGEBY: Bibliography 5/5

**Rubino**, G; Tirilly, P. ; Varela, M. “Evaluating users’ satisfaction in packet networks using random neural networks.” Presented at the Proc. 16th International Conference on Artificial Neural Networks (ICANN 2006) in Athens, Greece from Sept. 10-14, 2006.

**Salen**, Katie and Zimmerman, Eric. *Rules of play: Game design fundamentals.* Cambridge, Mass.: MIT Press, 2004.

**Sat**, Batu and Wah, Benjamin W. “Analyzing Voice Quality in Popular VoIP Applications.” In *IEEE MultiMedia*, 16:1 (Jan.-March 2009): 46-59.

**Schaefer**, C.; Enderes, T.; Ritter, H.; Zitterbart, M. “Subjective quality assessment for multiplayer real-time games.” In Workshop on Network and System Support for Games, April 2002.

**Schroder**, Kim Christian “Making sense of audience discourse: Towards a multidimensional model of mass media reception.” *European Journal of Cultural Studies*, 3:2 (2000): 233-258.

**Sharp**, Ron “Latency in Cloud-Based Interactive Streaming Content.” In *Bell Labs Technical Journal* 17:2 (2012): 67-80.

**Shaw**, Adrienne “Encoding and decoding affordances: Stuart Hall and interactive media technologies.” *Media, Culture & Society,* 39:4 (2017): 592-602.

**Sherry**, John “The Effects of Violent Video Games on Aggression: a Meta-Analysis.” In *Human Communication Research* 27 (2001): 409–431.

**Slack**, Jennifer Daryl “The Theory and Method of Articulation in Cultural Studies,” In *Stuart Hall: Critical Dialogues in Critical Studies*, edited by David Morley and Kuan-Hsing Chen, 112-130. London: Routledge, 1996.

**Smed**, Jouni; Niinisalo, Henrik; Hakonen, Harri “Realizing the bullet time effect in multiplayer games with local perception filters.” In *Computer Networks* 49 (2005): 27-37.

**Smethurst**, Tobi “Playing Dead in Videogames: Trauma in *Limbo*.” In *The Journal of Popular Culture* 48:5 (2015): 817-835.

**Svelch**, Jan “Negotiating the Glitch: Identifying and Using Glitches in Video Games with Microtransactions.” Paper presented at the annual Central and Eastern European Game Studies conference, Brno, Czech Republic, October 10-11, 2014.

**Taylor**, T.L. “Does WoW Change Everything? How a PvP Server, Multinational Player Base

and Surveillance Mod Scene Caused Me Pause.” In *Games & Culture* 1:4 (2006): 318–337.

**Taylor**, T. L. *Play between worlds: Exploring online game culture*. Cambridge, MA: MIT Press, 2006.

**Thiemann**, T “An Investigation of the Test Process Used to Date for Determining the Response Time of an LCD Monitor, Known as Input Lag.” In PRAD, Aug. 8, 2009, http://www.prad.de/en/monitore/specials/inputlag/inputlag.html\_.

**Toral**, S.L.; Martı´nez-Torres, M.R.; Barrero, F. “An empirical study of the driving forces behind online communities.” In *Internet Research* 19:4 (2009): 378-92.

**Tychsen**, A. and Hitchens, M. “Game time: Modeling and analyzing time in multiplayer and massively multiplayer games.” In *Games and Culture, 4* (2009): 170-201.

**Vanacker**, Bastiaan and Heider, Don “Ethical harm in virtual communities.” In *Convergence: The International Journal of Research into New Media Technologies* 18:1 (2011): 71-84.

**West**, M. “Measuring Responsiveness in Video Games.” In *Gamasutra*, July 16, 2008, http://www.gamasutra.com/view/feature/3725/measuring\_responsiveness\_in\_video\_.php?page\_3.

**Williams**, Dmitri; Caplan, Scott; Xiong, Li “Can You Hear Me Now? The Social Impact of Voice in Online Communities.” In *Human Communication Research* 33 (2007): 427–449.

**Williams**, Dmitri, “Groups and goblins: the social and civic impact an online game.” In *Journal of*

*Broadcasting & Electronic Media* 50:4 (2006): 651-70.

**Yee**, N. “Motivations for play in online games.” In *CyberPsychology & Behavior* 9:6 (2006): 772-775.

**Zagal**, Jose P. and Michael Mateas “Time in Video Games: A Survey and Analysis.” *Simulation & Gaming*, 41:6 (2010): 844-868.