Hamlet on the Holodeck - originally published 1997 - updated edition 2017 - Janet Murray

Introduction

1. P1 Murray notes that fears and fantasies accompany any new technology - i.e. computers in 1990s - her fantasy = computer is new medium for storytelling
2. P2-7 = Murray's personal History with computers
3. 1960s works as a programmer, notes difference between suits and hackers - the hackers made the card reader sing a tune - makes an analogy between programming and performance
4. P 4. Grad school in Victorian Lit - frustration with form of novels/scholarship, absences (of women) linear form for networks of cross reference (harbinger of hypertext. Look at notes 2 and 3.
5. P 5. Personal History cont'd. 1970-80s Murray moved away from literary theory to education (cognition and sociolinguistics), watched students playing in MUDS/MOOS
6. P 6. MIT in 1980s, Papert and Logo; Negroponte combines text,video, navigable space.
7. P.7 Murray's experiences with immersive learning environments ->for language learning, Shakespeare archive, film art digital textbook - advantages of computers
8. P 7-9 Anecdote about opposition from computers from lovers of the book
9. P9 Statement - not against book but "hooked on charm of making the dumb machines sing."
10. P 9-11 Reprise personal history - teaching electronic fiction since 1992 - looking forward to future in computers and story-telling fueled by spirit of hacker

Main Idea/thesis: Computers are a new medium for storytelling

Chapter 1
1. P 15-17 Anecdote/description of Holodeck
2. P 18 Contrasts Janeway feminist/female fantasy with others in Star Trek episodes
3. P 19 Janeway is seduced and brainwashed by the simulation - reflects anxieties about addictive qualities of new technology (nb games)
4. P 20 Argument - representational technologies bring fear - various examples
5. P 21 Argument/Statement - a dystopian tradition imagines future entertainment forms as degrading, alienating, dehumanizing and point 6 "subsuming physical reality.": 2 sci fi examples Huxley (1932), Bradbury (1953) - holodeck-like imaginaries
6. P23-24 Same fears with respect to video games: demonize and eroticize computer. Various cultural references including Gibson's Neuromancer, Tek War, Lawnmower Man - the game will play us.
7. P 26-27 Reprise of Janeway story to consider whether the new mode of storytelling will be meaningful or dehumanizing -> holodeck as safe space to play out fantasies/explore inner life.
8. P28 Uses term transparent - a medium we no longer see - a good or a bad things?

Chapter 1 Update: Murray notes p 29-30
1. Visited mock western VR sim in 2011 - great visuals and gun flight but not dramatic enough
2. Matrix = dystopian vision, but Avatar enjoying transgressing real/virtual boundary
3. CGI in films and photorealistic game envs
4. Mentions uncanny valley
5. Mentions fantasies/realities of robot companions
6. List of related works.

Main Idea: further exploration of fears and fantasies of computer-based stories

Notes for Note taking
1. Your notes accompany the text, use them to refer to the text
2. Take things to an abstract level: **don't describe**
3. What is the text doing?
    a. Statement/argument
    b. Supporting material, examples, history, background, anecdote
4. What is the main idea of the chapter?
5. If the author is referring to other people's ideas, make sure you know who is talking.
6. Look at the citations.
7. Be aware of the author's tone: i.e. don't mistake sarcasm or making fun of something for the author's opinion