Contents

Introduction vii
Henry Lowood and Michael Nitsche

I Reflections 1

1 Video Capture: Machinima, Documentation, and the History of Virtual Worlds 3
Henry Lowood

2 From Game Mod to Low-Budget Film: The Evolution of Machinima 23
Matt Kelland

3 Arrested Development: Why Machinima Can't (or Shouldn't) Grow Up 37
Katie Salen

II Technology 51

4 Toward a Machinima Studio 53
Friedrich Kirschner

5 Image Future 73
Lev Manovich

6 Tangible Narratives: Emerging Interfaces for Digital Storytelling and Machinima 91
Ali Mazalek

III Performance 111

7 Machinima as Media 113
Michael Nitsche

8 Encoding Liveness: Performance and Real-Time Rendering in Machinima 127
David Cameron and John Carroll

9 Machinima: From Art Object to Cultural Practice 143
Dan Pinchbeck and Ricard Gras

10 Of Games and Gestures: Machinima and the Suspension of Animation 159
Peter Krapp

IV Machine Cinema 175

11 How Do You Solve a Problem Like Machinima? 177
Michael Pigott

12 Machinimatic Realism: Capturing and Presenting the "Real World" of Video Games 195
Jeffrey Bardzell

13 Undefining Machinima 219
Erik Champion

V Pedagogy 239

14 Everything I Need to Know about Filmmaking I Learned from Playing Video Games: The Educational Promise of Machinima 241
Matthew Thomas Payne

15 Machinima and Modding: Pedagogic Means for Enhancing Computer Game Literacy 257
Danny Kringiel

VI Context 275

16 Pink vs. Blue: The Emergence of Women in Machinima 277
Robert Jones

17 Participatory Fan Culture and *Half-Life 2* Machinima: A Dialogue among Ethnography, Culture, and Space 301
Gareth Schott and Bevin Yeatman

18 Don't Mess with *The Warriors*: The Politics of Machinima 315
Matteo Bittanti

List of Contributors 339
Index 341