

DIGITAL ASSEMBLY LECTURE SERIES

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

Noah  
Wardrip-Fruin

[www.noahwrf.com](http://www.noahwrf.com)

NOV  
10  
09

CRITIQUE &  
DISCUSSION  
302 Fine Arts C  
10 am

PLAYING WHAT  
WE MEAN:  
GAMES, FICTION  
& EXPRESSIVE  
PROCESSING  
285 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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