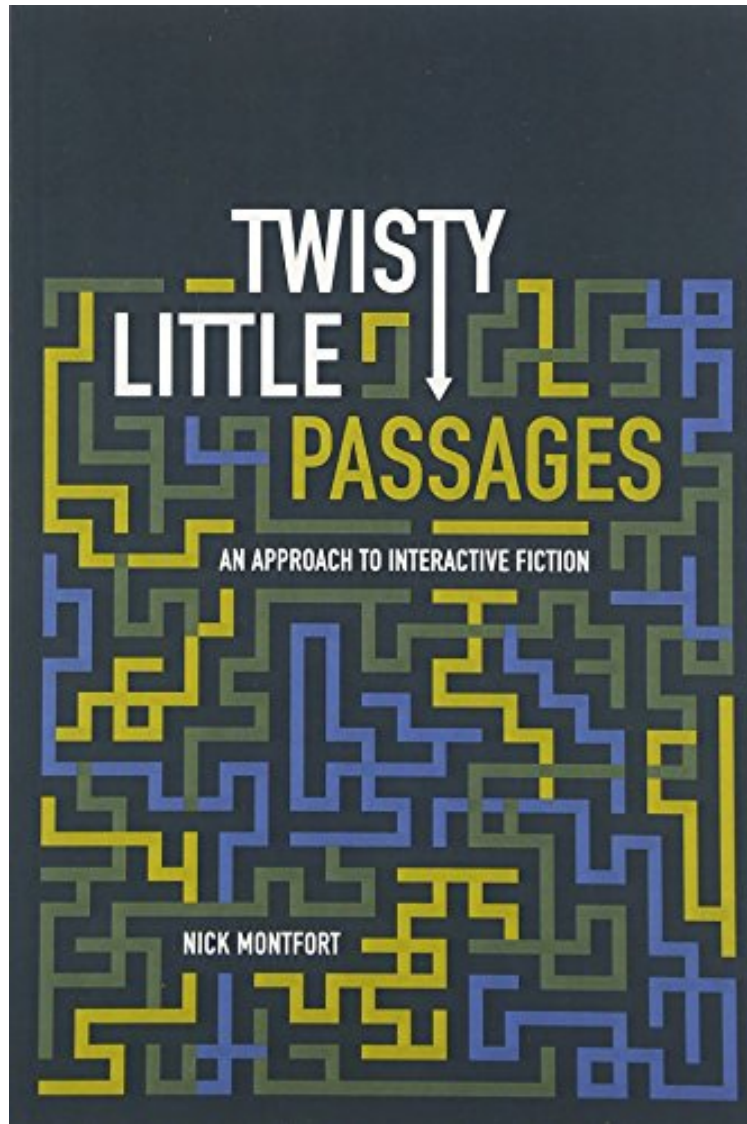


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Twisty Little Passages: An Approach to Interactive Fiction (MIT Press)

Nick Montfort

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Nick Montfort : Twisty Little Passages: An Approach to Interactive Fiction (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised *Twisty Little Passages: An Approach to Interactive Fiction* (MIT Press):

5 of 5 people found the following review helpful. A textbook, but a really good textbook. By That's so DavenI like this book. I really do, but I'm a nerd. It's very, very dense. it reads like a long research paper on text-adventure games. But

that's because it basically is a research paper on text adventures. However if you like a serious approach to the history of gaming then this book is a great pick up and read. If you're looking for some light techno-babble about how awesome video games are, it's not this. This is not so much a beach read, but it's an interesting experience. 1 of 1 people found the following review helpful. In Depth Study By Roy Wagner If you ever "played" an Infocom "game" and want to know more about how they came to be, this book is for you. It is an in depth study of the history of interactive fiction. A very complete and enjoyable book. 0 of 0 people found the following review helpful. Not really intended for casual audiences By David E. Smith This book is very scholarly, and very dense. If you're just looking for a casual history of the genre, you won't find it here. It's worth reading, but you'll need to put a decent amount of effort into doing so.

A critical approach to interactive fiction, as literature and game. Interactive fiction -- the best-known form of which is the text game or text adventure -- has not received as much critical attention as have such other forms of electronic literature as hypertext fiction and the conversational programs known as chatterbots. *Twisty Little Passages* (the title refers to a maze in *Adventure*, the first interactive fiction) is the first book-length consideration of this form, examining it from gaming and literary perspectives. Nick Montfort, an interactive fiction author himself, offers both aficionados and first-time users a way to approach interactive fiction that will lead to a more pleasurable and meaningful experience of it. *Twisty Little Passages* looks at interactive fiction beginning with its most important literary ancestor, the riddle. Montfort then discusses *Adventure* and its precursors (including the *I Ching* and *Dungeons and Dragons*), and follows this with an examination of mainframe text games developed in response, focusing on the most influential work of that era, *Zork*. He then considers the introduction of commercial interactive fiction for home computers, particularly that produced by Infocom. Commercial works inspired an independent reaction, and Montfort describes the emergence of independent creators and the development of an online interactive fiction community in the 1990s. Finally, he considers the influence of interactive fiction on other literary and gaming forms. With *Twisty Little Passages*, Nick Montfort places interactive fiction in its computational and literary contexts, opening up this still-developing form to new consideration.

Twisty Little Passages is, quite simply, one of the best books on hypermedia, period. This book not only made me reconsider the importance of interactive fiction as a genre within hypermedia, it also made me devote a hefty portion of my graduate courses to IF -- and *Twisty Little Passages*. Hell, after reading it, I even went out and bought every Infocom title I could lay my hands on. It's that good. (J. Yellowlees Douglas, author of *The End of Books or Books Without End: Reading Interactive Narratives* and *I Have Said Nothing*) This is a thoroughly researched history of interactive fiction, as well as a brilliant analysis of the genre. Reading it makes me itch to fire up that old DEC-20 and start writing interactive fiction again! (Steve Meretzky, Creative Content Director, WorldWinner.com, and interactive fiction pioneer) Nick Montfort's excellent book puts interactive fiction into its literary context for the first time. Just as groundbreaking studies of romance and the gothic novel have broadened our idea of literary fiction, so Montfort makes a powerful case for recognition of this extraordinary new form of art: of the poetry that must live within the machine. Newcomers will find all that they need here, while those who are already aficionados will be constantly informed and surprised. (Graham Nelson, St. Anne's College, Oxford University, author and critic of interactive fiction) Anyone interested in the use of technology for artistic and cultural purposes should crack open *Twisty Little Passages*. (Book Bytes) About the Author Nick Montfort is Assistant Professor of Digital Media at MIT. He is the author of *Twisty Little Passages: A New Approach to Interactive Fiction* and the coeditor of *The New Media Reader*, both published by The MIT Press. Jean-Charles Rochet is Professor of Mathematics and Economics at the University of Toulouse School of Economics. Indra de Soysa is Senior Research Fellow, Department of Political and Cultural Change, Center for Development Research (ZEF), University of Bonn. He has recently published articles in *Journal of Conflict Resolution*, *American Sociologica* 1, and *Journal of Peace Research*. His research topics are the causes of civil violence, the economic and social effects of globalization, and the political economy of governance. He has a book forthcoming entitled *Foreign Direct Investment, Democracy, Development: The Contours, Correlates, and Concomitants of Globalization*.