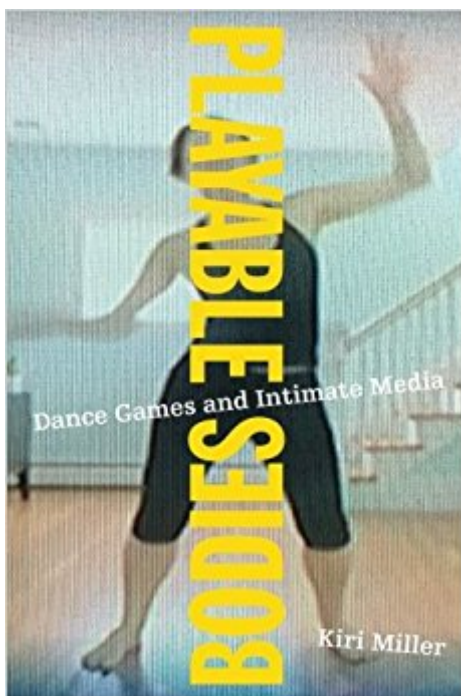


The book was found

Playable Bodies: Dance Games And Intimate Media



Synopsis

What happens when machines teach humans to dance? Dance video games transform players' experiences of popular music, invite experimentation with gendered and racialized movement styles, and present new possibilities for teaching, learning, and archiving choreography. Drawing on five years of research with players, game designers, and choreographers for the Just Dance and Dance Central games, Playable Bodies situates dance games in a media ecology that includes the larger game industry, viral music videos, reality TV competitions, marketing campaigns, and emerging surveillance technologies. Author Kiri Miller tracks the circulation of dance gameplay and related body projects across media platforms to reveal how dance games function as intimate media, configuring new relationships among humans, interfaces, music and dance repertoires, and social media practices.

Book Information

Paperback: 256 pages

Publisher: Oxford University Press; 1 edition (April 3, 2017)

Language: English

ISBN-10: 0190257849

ISBN-13: 978-0190257842

Product Dimensions: 9.2 x 0.7 x 6.1 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #1,562,723 in Books (See Top 100 in Books) #38 in Books > Arts &

Photography > Performing Arts > Dance > Notation #76 in Books > Arts & Photography >

Performing Arts > Dance > Choreography #307 in Books > Textbooks > Humanities > Performing Arts > Dance

Customer Reviews

"Playable Bodies is a rigorous, innovative, beautifully written investigation of the relationship between dance, music, and the body in digital play. In addition to engaging, close analyses that are attuned to the interplay between affect, sociality, and technology, the book offers an invaluable model for digital ethnography. Whether or not you've played Dance Central or Just Dance you will learn something: about dance, about the body, about communities of practice, and about the social, aesthetic lives of the digital. Kiri Miller's DIY/DIA methodology alone is worth the price of the book."--Judith Hamera, author of *Dancing Communities: Performance, Difference and Connection in*

the Global City and Professor of Dance at Princeton University"Kiri Miller uses dance games to ask big questions about bodies, music, and new media. At the intersection of game studies, ethnomusicology, and dance, this book is all at once a study of an industry, an investigation of new media phenomena, and an ethnography of a culture that is at once online and embodied. For all its transdisciplinary breadth, Playable Bodies is a lucid, cogent, and definitive analysis of dance games-and where all video games may be headed."--Jonathan Sterne, author of MP3: The Meaning of a Format

Kiri Miller is Associate Professor of Music at Brown University and author of *Playing Along: Digital Games, YouTube, and Virtual Performance* and *Traveling Home: Sacred Harp Singing and American Pluralism*. Her work has been supported by fellowships from the Radcliffe Institute for Advanced Study and the American Council of Learned Societies.

[Download to continue reading...](#)

Playable Bodies: Dance Games and Intimate Media Social Media: Master Social Media Marketing - Facebook, Twitter, Youtube & Instagram (Social Media, Social Media Marketing, Facebook, Twitter, Youtube, Instagram, Pinterest) Playable Games Compendium Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More How to Dance: Learn How to Line Dance, Belly Dance, Ice Dance and More Who Has What?: All About Girls' Bodies and Boys' Bodies (Let's Talk about You and Me) Bhakti and Embodiment: Fashioning Divine Bodies and Devotional Bodies in Krsna Bhakti (Routledge Hindu Studies Series) Sport Beyond Television: The Internet, Digital Media and the Rise of Networked Media Sport (Routledge Research in Cultural and Media Studies) Easy Traditional Duets for Violin and Viola: 32 traditional melodies from around the world arranged especially for beginner violin and viola players. ... in easy keys, and playable in first position. Social Media: Dominating Strategies for Social Media Marketing with Twitter, Facebook, Youtube, LinkedIn and Instagram: Social Media, Network Marketing, Book 1 Social Media: Strategies To Mastering Your Brand- Facebook, Instagram, Twitter and Snapchat (Social Media, Social Media Marketing) Social Media: 30 Marketing Strategies for Facebook, Twitter and Instagram (Social Media, Facebook, Twitter, Instagram, Social Media Marketing) Collins Ultimate Scrabble Dictionary and Wordlist: All

the official playable words, plus tips and strategy Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# (2nd Edition) Best Loved Themes from The Great Masters (1931) Sheet Music (Classic and Modern Inspirations in Playable Transcriptions for the Pianoforte) Media Across Borders: Localising TV, Film and Video Games (Routledge Advances in Internationalizing Media Studies) Family Games: Fun Games To Play With Family and Friends (Games and Fun Activities For Family Children Friends Adults and Kids To Play Indoors or Outdoors)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)