

|  |                     |   |  |                                     |                |      |
|--|---------------------|---|--|-------------------------------------|----------------|------|
| identité : société et médias                   |                     |   |  |                                     |                |      |
| Campanelli, Vito                               |                     | Web Aesthetics                                | How Digital Media Affect Culture and Society                             | Institute of Network Culture        | Rotterdam      | 2010 |
| Hui Kyong Chun, Wendy                          | Keeman, Thomas      | New Media, Old Media                          | A History and Theory Reader  | Routledge                           | New York       | 2006 |
| <b>posthumanisme</b>                           |                     |   |  |                                     |                |      |
| Dyens  |                     |   |  |                                     |                |      |
| Dyens  | Olivier             | Chair et métal                                |  | Editions de l'Homme, Gestations     | Québec         | 1999 |
| <b>mode</b>                                    |                     |   |  |                                     |                |      |
| Barddok Clark, Sarah E.                        | O'Mahony, Marie     | Techno Textiles                               | Revolutionnary Fabrics for Fashion and Design                            | Thames & Hudson                     | London         | 2007 |
| Cole, Drusilla                                 |                     | Textiles Now                                  |  | Laurence King Publishing            | London         | 2008 |
| <b>objets, villes, espaces : DIY</b>           |                     |   |  |                                     |                |      |
| Pakhchyan, Syuzi                               |                     | Fashioning Technology                         |  | O'Reilly Media                      | Cambridge      | 2008 |
| Sarafan, Randy                                 |                     | Don't Trash It                                | 62 Projects to Make with a Dead Computer and Other Discarded Electronics | Workman Press                       | New York       | 2010 |
| Seymour, Sabine                                |                     | Fashionable Technology                        | The Intersection of Design, Fashion, Science and Technology              | Springer Verl.                      | Wien           | 2009 |
| Seymour, Sabine                                |                     | Functionnal Aesthetics                        | Visions in Fashionable Technology  | Springer Verl.                      | Wien           | 2010 |
| <b>textes, codes : informatique</b>            |                     |   |  |                                     |                |      |
| Géridan, Jean-Michel                           | Lafargue, Jean-Noël | Processing                                    | Le code informatique comme outil de création                             | Pearson Education                   | Paris          | 2011 |
| Reas, Casey                                    | Fry, Ben            | Processing                                    | A Handbook for Visual Designers and Artists                              | MIT Press                           | Cambridge      | 2007 |
| <b>textes, codes : physical computing</b>      |                     |   |  |                                     |                |      |
| Igoe Tom                                       |                     | Making Things Talk                            | Practical Methods for Connecting Physical Objects                        | O'Reilly Media                      | Cambridge      | 2007 |
| Banzi, Massimo                                 |                     | Getting Started with Arduino                  | Make Projects  | O'Reilly Media                      | Cambridge      | 2008 |
| Gibb, Alicia                                   |                     | New Media Art Design and the Arduino          | Microcontroller: a Malleable Tool  | Pratt Institute                     | New York       | 2010 |
| Karvinen, Tero                                 | Karvinen, Kimmo     | Make: Arduino Bots and Gadgets                |  | O'Reilly Media/Make                 | Cambridge      | 2011 |
| Margolis                                       | Michael             | Arduino Cookbook                              |  | O'Reilly Media                      | Cambridge      | 2011 |
| Oxer, James                                    | Blemming, Hugh      | Practical Arduino                             | Cool Projects for Open Source Harware                                    | Apress Ed.                          | New York       | 2009 |
| Platt, Charles                                 |                     | Make: Electronics: Learning Through Discovery |  | O'Reilly Media                      | Cambridge      | 2010 |
| Reas, Casey                                    | Fry, Ben            | Getting Started with Processing               | Make Projects  | O'Reilly Media                      | Cambridge      | 2010 |
| Schmidt, Maik                                  |                     | Arduino a Quick Start Guide                   |  | Pragmatic Bookshelf/O'Reilly        |                | 2011 |
| <b>textes, codes : littérature numérique</b>   |                     |   |  |                                     |                |      |
| Morris, Adelaide                               | Swiss, Thomas       | New Media Poetics                             | Contexts, Technotexts, and Theories                                      | MIT Press, Leonardo                 | Cambridge      | 2009 |
| Noble, Joshua                                  |                     | Programming Interactivity                     | Unlock the Power of Arduino, Processing, and OpenFrameworks              | O'Reilly Media                      | Cambridge      | 2009 |
| Ryan, Marie-Laure                              |                     | Narrative as Virtual Reality                  | Immersion and Interactivity in Literature and Electronic Media           | John Hopkins University Press       | Baltimore      | 2001 |
| <b>sons</b>                                    |                     |   |  |                                     |                |      |
| Gibbs, Toni                                    |                     | Fundamentals of Sonic Art and Sound Design    |  | AVA Publishing                      | Lausanne       | 2007 |
| Katz, Mark                                     |                     | Capturing Sound                               | How Techology has Changed Music  | University of California Press      | Berkley/London | 2010 |
| Kelly, Caleb                                   |                     | Cracked Media                                 | The Sound Malfunction  | MIT Press                           | Cambridge      | 2009 |
| <b>sons : technologie</b>                      |                     |   |  |                                     |                |      |
| Ballou, Glen M.                                |                     | Handbook for Sound Engineers                  |  | Focal Press                         | Waltham        | 2008 |
| Boulanger, Richard                             |                     | The Audio Programming Book                    |  | MIT Press                           | Cambridge      | 2011 |
| Collins, Nicolas                               |                     | Handmade Electronic Music                     | The Art of Hardware Hacking  | Routledge                           | London         | 2009 |
| Hosken, Dan                                    |                     | An Introduction to Music Technology           |  | Routledge                           | New York       | 2011 |
| Kreidler, Johannes                             |                     | Loadbang                                      | Programming Music in Pd  | Wolke Verlag                        | Berlin         | 2009 |
| <b>sons : musique moderne et contemporaine</b> |                     |   |  |                                     |                |      |
| Kahn, Douglas                                  |                     | Noise, Water, Meat                            | History of Sound in the Arts   | MIT Press                           | Cambridge      | 2001 |
| LaBelle, Brandon                               |                     | Acoustic Territories                          | Sound Culture and Everyday Life  | Continuum Inter. Publ.              | London         | 2010 |
| Newman, Michael                                |                     | Experimental Music                            | Cage et au-delà  | Cambridge University Press          | Cambridge, UK  | 1999 |
| Robert, Philippe                               |                     | Musiques expérimentales                       | une anthologie transversale d'enregistrements emblématiques              | Artefact éd. Le mot et le reste     | Marseille      | 2007 |
| <b>sons : musiques actuelles</b>               |                     |   |  |                                     |                |      |
| Demers, Johanna                                |                     | Listening Through The Noise                   |  | Oxford University Press             | New York       | 2010 |
| Holmes, Thom                                   |                     | Electronic and experimental music             |  | Routledge                           | New York       | 2002 |
| Licht, Allan                                   |                     | Sound Art                                     | Beyond Music, Between Categories   | Rizzoli                             | New York       | 2007 |
| Miller, Paul D. ed.                            | aka DJ Spooky       | Sound Unbound                                 | Sampling Digital Music and Culture                                       | MIT Press                           | Cambridge      | 2008 |
| Spencer, Amy                                   |                     | DIY: the Rise of Low-fi Culture               |  | Marion Boyars Publishers            | London         | 2008 |
| <b>image : design graphique</b>                |                     |   |  |                                     |                |      |
| Bohnacker, Hartmut                             | et al.              | Design génératif                              | Concevoir, Programmer, Visualiser  | Éditions Pyramyd                    | Paris          | 2010 |
| <b>images : image et sons</b>                  |                     |   |  |                                     |                |      |
| Daniels, Dieter                                | Neumann Sandra, ed. | See This Sound : Audiovisuology Compendium    | An Interdisciplinary Survey of Audiovisual Culture                       | Verlag der hHandlung Walther Koenig | Koeln          | 2010 |
| Faulkner, Michael, ed                          |                     | audio-visual art and vj culture               |  | Laurence King Publishing            | London         | 2006 |

| design graphique  |                           |   |  |  |   |            |      |
|---|---------------------------|---|--|--|---|------------|------|
| Austin, Tricia  | Doust, Richard            | New Media Design (Portfolio)                  |  |  | Laurence King                                 | London     | 2007 |
| <b>recherches, dispositifs, créations : théorie des arts numériques</b> |                           |   |  |  |   |            |      |
| Chandler, Annmarie  | Neumark, Norie            | At a Distance                                 | Precursors to art activism on the Internet                           |  | MIT Press                                     | Cambridge  | 2005 |
| Colson Richard  |                           | The Fundamentals of Digital Art               |  |  | AVA Publishing                                | Lausanne   | 2007 |
| Fishwick, Paul A.   | et al.                    | Aesthetic Computing                           |  |  | MIT Press                                     | Cambridge  | 2006 |
| Freyer, Conny   | et al.                    | Digital by Design                             |  |  | Thames and Hudson                             | London     | 2010 |
| Grau Oliver   |                           | Virtual Art                                   | From Illusion to Immersion   |  | MIT Press                                     | Cambridge  | 2003 |
| Grusin, Richard   | Bolter, Jay David         | Remediation                                   | Understanding New Media  |  | MIT Press                                     | Cambridge  | 2000 |
| Hansen, B. N. Mark  |                           | New Philosophy for new Media                  |  |  | MIT Press                                     | Cambridge  | 2004 |
| Mulder, Arjen   |                           | Understanding Media Theory                    |  |  | v2_publishing/NAi Publishers                  | Rotterdam  | 2004 |
| Neumark, Norie  | et al.                    | Voice/Voice                                   | Vocal Aesthetics in Digital Arts and Media                           |  | MIT Press, Leonardo                           | Cambridge  | 2010 |
| Popper, Frank   |                           | From Technological to Virtual Art             |  |  | MIT Press                                     | Cambridge  | 2007 |
| [editors]   |                           | Computer Art                                  | ASCII Art, Fractal Art, Digital Art, Ars Electronica...              |  | Books LLC                                     | Memphis    | 2010 |
| <b>art et biologie</b>  |                           |   |  |  |   |            |      |
| Da Costa, Beatriz   | et al.                    | Tactical Biopolitics                          | Art, Activism, and Technoscience                                     |  | MIT Press, Leonardo                           | Cambridge  | 2010 |
| Kac, Eduardo  | et al.                    | Signs of Life                                 | Bio Art and Beyond   |  | MIT Press, Leonardo                           | Cambridge  | 2009 |
| <b>art numérique</b>  |                           |   |  |  |   |            |      |
| Monlon, Dominique   |                           | Art contemporain nouveaux médias              |  |  | Editions Scala, Sentiers d'art                | Paris      | 2011 |
| Moser, Mary A.  |                           | Immersed in Technology                        | Art and Virtual Environments   |  | MIT Press                                     | Cambridge  | 1997 |
| <b>corps et nouvelles technologies</b>                                  |                           |   |  |  |   |            |      |
| Broadhurst, Susan   |                           | Digital Practices                             | Aesthetic and Neuroesthetic Approaches to Performance and Technology |  | Macmillan Palgrave                            | New York   | 2011 |
| Smith, Marquard   | Morra, Joanne             | The Prosthetic Impulse                        | From a Posthuman Present to a Biocultural Future                     |  | MIT Press                                     | Cambridge  | 2007 |
| <b>corps et scènes</b>  |                           |   |  |  |   |            |      |
| Kozel, Susan  |                           | Closer  | Performance, Technologies, Phenomenology                             |  | MIT Press                                     | Cambridge  | 2008 |
| Salter, Chris   | Sellars, Peter            | Entangled                                     | Technology and the Transformation of Performance                     |  | MIT Press                                     | Cambridge  | 2010 |
| <b>expositions, festivals, colloques</b>                                |                           |   |  |  |   |            |      |
| [editors]   | Centre des arts d'Enghien | corps numériques en scène                     |  |  | Centre des arts d'Enghien                     | Enghien    | 2007 |
| [editors]   | Centre des arts d'Enghien | virtual/physical bodies                       | (corps virtuels/physiques)   |  | Centre des arts d'Enghien                     | Enghien    | 2009 |
| [editors]   | Stocker, Gerfried et al.  | Ars Electronica 1979-2009: The First 30 Years | The Network for Art, Technology and Society                          |  | Hatje Kanz                                    | Ostfildern | 2009 |
| Appelt, Dieter  | et al.                    | Notation                                      | Kalkül und Form in den Künsten                                       |  | ZKM (Zentrum für Kunst und Medientechnologie) | Karlsruhe  | 2008 |
| Leopoldseeder, Hannes   | et al.                    | Ars Electronica 2010                          | Repair - sind wir noch zu retten                                     |  | Hatje Cantz Verlag                            | Ostfildern | 2011 |