



Expressive Processing: Digital Fictions, Computer Games, and Software Studies

Noah Wardrip-Fruin

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What matters in understanding digital media? Is looking at the external appearance and audience experience of software enough -- or should we look further? In *Expressive Processing*, Noah Wardrip-Fruin argues that understanding what goes on beneath the surface, the computational processes that make digital media function, is essential. Wardrip-Fruin looks at "expressive processing" by examining specific works of digital media ranging from the simulated therapist *Eliza* to the complex city-planning game *SimCity*. Digital media, he contends, offer particularly intelligible examples of things we need to understand about software in general; if we understand, for instance, the capabilities and histories of artificial intelligence techniques in the context of a computer game, we can use that understanding to judge the use of similar techniques in such higher-stakes social contexts as surveillance.

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