Digital Media and Legal Narrative
Applied Storytelling Conference Bibliography
Professor Lucy Jewel


- Chayko, Mary, *Portable Communities: The Social Dynamics of Online and Mobile Connectedness* (SUNY Press. 2008)


- Collins, Allan and Halverson, *Richard, Rethinking Education in the Age of Technology*
(Teachers College Press. 2009)


- Eskelinen, Markku, Towards Computer Game Studies in First Person, New Media as Story, Performance, and Game 36-44 (Noah Wardrip-Fruin and Pat Harrigan eds., MIT Press 2004)

- Espen Aarseth, Genre Trouble: Narrativism and the Art of Simulation in First Person, New Media as Story, Performance, and Game 45-55 (Noah Wardrip-Fruin and Pat Harrigan eds., MIT Press 2004)


- Foley, Brian J. and Robbins, Ruth Anne, Fiction 101: A Primer for Lawyers On How To Use Fiction Writing Techniques To Write Persuasive Facts Sections, 32 Rutgers L.J. 459 (Winter 2001).


- Friedland, Steven and Dunham, Catherine Ross, Portable Learning for the 21st Century Law School: Designing a New Pedagogy for the Modern Global Context (Elon University School of Law Research Paper Series 2009)


- Grand Theft Auto San Andreas (Rockstar Games 2004)


• Hiltz, Roxanne Starr & Wellman, Barry, *Asynchronous Learning Networks as a Virtual Classroom*, 40 Communications of the Association for Computing Machinery 44(1997)

• Hoadley, Christopher M., and Kilner, Peter, *Using Technology to Transform Communities of Practice into Knowledge-Building Communities*, 25 SIGGROUP Bulletin


• IKUKIRO NONAKA and TOSHIHIRO NISHIGUCHI (eds.), *Knowledge Emergence: Social, Technical, and Evolutionary Dimensions of Knowledge Creation* (Oxford University Press 2001)

• Jenkins, Henry, *Convergence Culture, Where Old and New Media Collide* (NYU Press 2006)


• Jenkins, Henry, *Game Design as Narrative Architecture in First Person*, New Media as Story, Performance, and Game 118-121 (Noah Wardrip-Fruin and Pat Harrigan eds., MIT Press 2004)


• King, Allison, *From Sage on the Stage to Guide on the Side*, 41 College Teaching 30(1993)


• Lippe, Paul, *Welcome to the Future: Time for Law School 4.0* (June 22, 2009)

• Manovich, Lev, *The Language of New Media* (MIT Press 2001)


• Murray, Janet, *From Game-Story to Cyberdrama in First Person, New Media as Story, Performance, and Game* 2-11 (Noah Wardrip-Fruin and Pat Harrigan eds., MIT Press 2004)


• Palloff, Renam, and Pratt, Keith, *Building Online Learning Communities* (Jossey Bass 2007)

• Perlin, Ken, *Can There Be a Form Between a Game and a Story in First Person, New Media as Story, Performance, and Game* 12-18 (Noah Wardrip-Fruin and Pat Harrigan eds., MIT Press 2004)

• Peterson, Paul, *Saving Schools: From Horace Mann to Virtual Learning* (Harvard University Press 2010)
• Precce, Jenny, Online Communities, Designing Usability, Supporting Sociability (Wiley. 2000)

• Raymond, Eric S., The Cathedral and the Bazaar (O'Reilly 2001)

• Ryan, Marie-Laure, Avatars of Story (Univ. of Minn. Press 2006)

• Ryan, Marie-Laure, Beyond Myth and Metaphor – The Case of Narrative in Digital Media, Game Studies, http://www.gamestudies.org/0101/ryan/

• Salam, Reihan, The Dropout Economy, Time Magazine March 10, 2010


• Smigel, Erwin O., The Wall Street Lawyer (Indiana University Press 1969)


• The Legend of Zelda, Twilight Princess (Nintendo 2006)

• The Sims (Electronic Arts 2000)

• Van Detta, Jeffrey, Collaborative Problem Solving Responsive to Diverse Learning Styles: Labor Law as an Active Learning Experience, 24 North Carolina Central Law Journal 46 (2001)

• World of Warcraft (Blizzard Entertainment 2004)