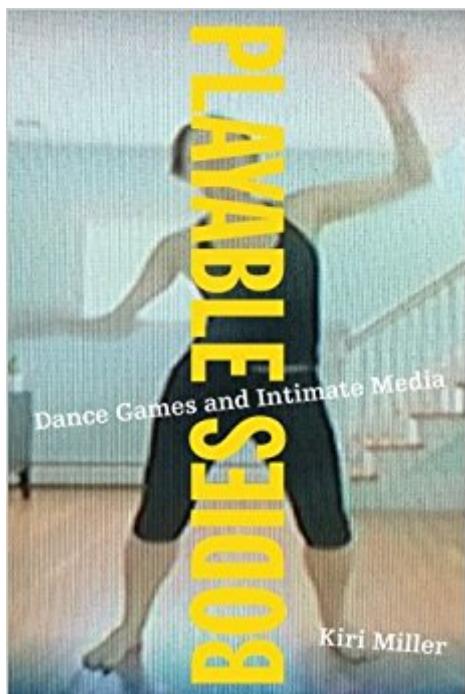


The book was found

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.

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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.

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