

# TABLE OF CONTENTS

---

## PREFACE:

### PIRATE HAVENS AND DIGITAL COYOTES

ix

Abstractions	ix
Concretions	x
Record and Data Trafficking	xi
Contemporary Necromancers	xii
Deep Roots	xiv

## CHAPTER 1: INTRODUCTION:

### MILESTONES BETWEEN MATTER AND DIGITS

1

Outside Ourselves	6
Stereotypes	11
Milieus	13
Standards	16
Abstractions	20
Territories	23

## CHAPTER 2: BIT ROT

25

Digital Objects?	25
Meta-milieus	29
Digital Objects or Computing Objects?	30
Multiple Multiple Realizabilities	33
Identity and Limits of Digital Objects	34
Arts Computing	41
Indiscretions	46
Principles of Analysis	47

<b>Storage Devices</b>	<b>49</b>
<b>CHAPTER 3: CROSSING BORDERS</b>	<b>53</b>
Digital/Digitized	53
Pre-digital Works in the Age of Digitization	62
Digitized Works: The Passage of Books	65
<b>CHAPTER 4: ILLEGALIZED ALIENS</b>	
<b>IN THE LAND OF THE COPYRIGHTED</b>	<b>83</b>
Digital Works	83
Drifters in the Digital Realm	86
Artworks and the Analog/Digital Divide	116
Hybrid Manifestations	122
<b>CHAPTER 5: THE BOOK OF THE DEAD</b>	<b>129</b>
<b>AND THE DEATH OF BOOKS</b>	<b>129</b>
The Nature of the Game	129
<i>Agrippa (A Book of the Dead): The Book Object</i>	131
“Agrippa (A Book of the Dead)”: The Poem	160
The Work of Art and the Art of Copying	194
<b>EPILOGUE: HYBRID GENEALOGIES</b>	
<b>IN DIGITAL CULTURE</b>	<b>219</b>
Negotiations between Matter and Digits	219
Works, Storage, and Code	223
<b>NOTES</b>	<b>225</b>
<b>WORKS CITED</b>	<b>255</b>
<b>REFERENCES</b>	<b>257</b>
<b>INDEX</b>	<b>267</b>