

Table of Contents

Acknowledgements	11
Introduction	13
I. Deformations: A Media Theory of Swarming	29
1. Theory: Noise	29
Amalgamations of Perplexity	29
Bodies without Surfaces	34
The Paradox of the Parasite	38
Radical Relationality	44
2. Historiography: Recursion	47
Media-Becoming	47
Repetition and Variation	50
3. Epistemology: Computer Simulation	52
Mindsets of Messiness	52
The Governmental Constitution of the Present	54
II. Formations	59
1. Odd Birds	62
Sportsmen without Swarm Spirit	64
Wave Events	75
The Psychology of the Fish School	79
2. On the Edge	84
Seeing Fish: Between Observation and Experimentation	86
The Psychomechanics of the Periphery	93
Animal Aggregations	100
III. Formats	105
1. Fishy Business: Media Technologies of Observation and Experimentation	105
2. Plunging into the Deep	116
Writing in Water	120
The Linearity of the Doughnut: Swimming with the Current	127
Hand Digitizing: Data Tablets	131
3. Fishmen	135
From the 'Institute in the Cellar' to the Open Sea	140
"Half Tarzan, Half Grzimek"	144

The Subaquatic Astronaut	148
Swarm Research in the Open Water	151
4. Acoustic Visualization	157
Noisy Targets: Copulating Shrimp and Flatulent Herring	161
Pings	165
Blobs	170
Oriented Particles	176
 IV. Formulas	 183
1. Models as Media	183
2. Synchronization Projects	188
Elementary Operations	188
Synchronized Swimming	195
Alpha Rhythm	199
A Race for Relaxation	202
3. Anchovy ex Machina	206
Falling into Formation	206
Sensory Integration Systems	208
3. The Third Dimension of Science	215
Space Lattices and Crystalized Schools	215
SelFish Behavior	219
4. Ahead of Their Time: Schooling Simulations in Japan	222
 V. Transformations	 229
1. Fish and Chips	229
2. Agent Games	238
Playing with Fire	238
The Boid King	242
Artifishial Life	249
Cellular Automata	252
Object Orientation	256
The KISS Principle	261
Simulation and Similarity	266
Massive Attack	269
3. Written in Their Own Medium	273
Self-Propelled Particles	275
Traffic Rules in Fish Schools	278
Robofish: Empiricism Strikes Back	289

VI. Zootechnologies	297
1. Drone Swarms, or Upside-Down Evolution	299
Fast, Cheap, and Out of Control	302
Swarm Robotics	309
Weapons of Mass Production, or: An Abuse of Consumer Electronics	316
2. Swarming Out	321
3. Swarm Architecture	325
Shaken or Stirred: Do I Look Like I Give a Damn?	325
Cultural Techniques and Architecture	328
From Insect Media to Bodies with a Vector	330
Constructing Collectives	333
Superconnected Idiots Savants	339
4. Calculating Survival: Crowd Control	341
From Mass Panic to Crowd Dynamics	341
Crowd Sensing and Foggy Logic	348
Conclusion	357
Works Cited	367