## **Contents**

Acknowledgments — V

Table of Figures —— IX				
1	Introduction —— 1			
	1.1	The State of Things and the Spectrum of Materiality —— 5		
	1.2	Focus on Narrative Negotiation —— 11		
	1.3	Overview of Chapters —— 17		
2	Object-Oriented Plotting —— 23			
	2.1	Plot and Modes of Causation —— 26		
	2.2	Material Anchors and Nonlinear Temporality —— 28		
	2.3	Uncertainty, Hybridity, Chance: Nonhuman Causal Histories —— 31		
	2.4	A Feel for the Network —— 34		
3	The Ethics of Materiality in the Multimodal Novel —— 41			
	3.1	Nonhuman-Oriented Gaps —— 45		
	3.2	Violence and Insight in <i>Tree of Codes</i> and <i>Darkness</i> —— 48		
	3.3	Collecting Absence in Lost Children Archive —— 56		
4	Curating the Anthropocene Museum —— 65			
	4.1	A Tale of Two Tropes —— 70		
	4.2	"The Human Body Joining within Itself Everything with		
		Everything": Flights —— 74		
	4.3	"I Didn't Think We Wrote Much Poetry Anymore": The Octopus		
		Museum —— 78		
5	The Fetish, the Grotesque, and the Castaway —— 85			
	5.1	Three Forces at Play in Castaway Narratives —— 89		
	5.2	Package Cams and Aha Moments —— 92		
	5.3	Grotesque Instrumentality —— 98		
6	Materializing Survival Games —— 105			
	6.1	Ecology of Video Games —— 108		
	6.2	Different Worlds of Survival —— 111		
	6.3	Abstraction and Renewability in Crafting Systems —— 113		
	6.4	Beyond the Big Fortress: Building and Dynamic Environments —— 118		
	6.5	Environmental Storytelling and the Framing of Materiality —— 120		



## VIII — Contents

7	The Office Weird 127			
	7.1	Weird Atmospheres and Nonhuman Materialities —— 130		
	7.2	Rotting Honey and a Secret Drawer —— 133		
	7.3	Weaponizing Materiality —— 140		
8	Mind among Material Ruins —— 149			
	8.1	Narrative Space and Materiality: More than a Backdrop —— <b>151</b>		
	8.2	The Ruins Between Nostalgia and Materiality —— 155		
	8.3	"Inverted Crusoeism" and "Neuronic Odyssey" in The Drowned		
		World 158		
	8.4	"Architecture and Oceans Were Muddled Together": Piranesi's		
		House —— 163		
9	Infrastructure and Collectivity in Video Games —— 171			
	9.1	Infrastructure between Form and Materiality —— 173		
	9.2	From Competition to Cooperation in Multiplayer Games —— 176		
	9.3	Infrastructural Connection and Boredom in Death Stranding —— 179		
	9.4	Enchanted Cloth and Silent Companions in <i>Journey</i> —— <b>184</b>		
10	Epilog	ue: Embracing the Spectrum —— 191		
Wo	rks Cite	ed 195		
Index —— 207				