aesthetics 31–4, 109–16, 434–6
Apparatgeist theory 35–76
architecture and space 79–89 see also space and geography
arts (new media) 29–46, 109–16
assemblage (and identity) 262–7
biocolonialism 221–49 see also bodies and cyborgs, cybermedicalization, database, Pro-Ana
population genomics 222–37
postgenomic collectivities 240–1
blogging 499–514, 515–25, 526–33, 534–43
bodies and cyborgs (in cyberspace) 19–28, 36–7, 185–208, 254–67 see also biocolonialism, cybermedicalization
call centers 151–65
community (in cyberspace) 117–27, 268–83
cybermedicalization 209–20 see also biocolonialism, bodies and cyborgs
cybertyping 132–50
database 50–64 see also biocolonialism and narrative 55–7 and social networking 536–8
digital Cartesianism 185–208
digital divides 144–6
digital economy
intellectual property 441–63
labor 335–6
pedagogy 197–201
digitextuality 29–46
click theory 36–43
disembodiment, bodily transcendence, virtual bodies 19–28, 185–208, 257–60
gaming see also Second Life
gender 408–24, 434–7
intellectual property 441–63
locative media 109–16
narratives 382–93
race 425–40
social (World of Warcraft) 394–407
social aesthetics 122–4
hacktivism 369–78
hybridity 151–65 see also call centers
intellectual property 441–63 see also digital economy
internet dating 483–98 see also social networking, youth (and new media)

knowledge (and networks) 117–27

labor (in informational cultures) 335–56 see also digital economy, Second Life

lesbians (on the Internet) 268–83

locative media 109–16 see also space and geography

masculinity (in computer games) 425–40

minorities (and cyberspace) 166–82, 357–68 see also call centers, race (in cyberspace)

mobile phones 65–76, 526–33 see also Apparatgeist theory, blogging, social networking

pornography (on the Internet) 284–306 see also sex tourism

posthumanism 19–28

privacy 468–82

Pro-Ana (pro-anorexia) online 209–18

public space 86–8, 109–16, 117–27

race (in cyberspace) 132–50, 225–6, 307–23 see also call centers

remediation 46–9

rights (in information societies) 257–368

Second Life 441–63 see also gaming, social

sex tourism (on the Internet) 307–23 see also digital economy, pornography

social networking 468–82, 526–33, 534–43 see also internet dating, youth (and new media)

space and geography 79–89, 90–108, 109–16, 117–27 see also architecture and space, locative media

coevolution of geographical and electronic space 95–100

relational time-spaces 100–3

spatial transcendence 94–5, 120–1, 190–1, 193–4

terror (and internet studies) 328–34

textuality 29–46 see also digitextuality, remediation

as online diary-writing 499–514

as online profile-making 468–82, 515–24

transnational virtual cultures 158–64

trust and authenticity (in cyberspace) 167–9, 491–5

Twitter 534–43

web sphere 11–18

women (and cyberspace) 166–82, 254–64 see also bodies and cyborgs (in cyberspace), women and computer games

women and computer games 408–24

youth (and new media) 468–82 see also internet dating