

This draft bibliography attempts a quick addition to Henry Lowood's 2007 bibliography on machinima, which has not been updated since 2007 and which can be found online at Stanford University at the URL <library.stanford.edu/depts/hasrg/film/machinima_bibliography.html>. My new bibliography focuses mostly on post-2007 material. Here I also largely avoid the educationalist material on using machinima and virtual worlds in the classroom.

1. Published books and articles

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Berkeley, Leo (2006). "Situating Machinima in the New Mediascape." *Australian Journal of Emerging Technologies and Society*, 4, 2, pp. 65-80.

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Cornblatt, Marque (2011). "Censorship as Criticism: Performance Art and Fair Use in Virtual Territory". *Journal of Visual Culture* 10, 1 (April 2011).

Dellario, Frank R (2011). "The Future of Machinima as a Professional Animation Resource and its Growth as Real-Time Animation in Virtual Worlds".

Falkenstein, Jun (2011). "Machinima as a Viable Commercial Medium". *Journal of Visual Culture* 10, 1 (April 2011).

Fitzroy, Sonicity, & Runo, Lowe (2011, forthcoming). *Modern Machinima: Aesthetics and Practice in Game and Virtual Filmmaking*. McFarland.

Fosk, Kate (2011). "Machinima is Growing Up". *Journal of Visual Culture* 10, 1 (April 2011).

Gayeton, Douglas (2011). "Molotov Alva's Further Adventures: A Conversation Which Could've Happened (But Never Did)". *Journal of Visual Culture* 10, 1 (April 2011).

Graber, Christoph Beat, & Burri-Nenova, Mira (2010). *Governance of digital game environments and cultural diversity: transdisciplinary enquiries*. Edward Elgar.

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- Hayes, Christina (2008). "Changing the Rules of the Game : How Video Game Publishers Are Embracing User-Generated Derivative Works". *Harvard Journal of Law & Technology* 21, 2, pp. 567-87.
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2. B.A., M.A. and Ph.D studies.

Grant, Ian (2010, ongoing?). *Expressivity and the Digital Puppet: Mechanical, Digital and Virtual Objects in Games, Art and Performance* (Thames Valley University, London) < www.daisyrust.com/phd/>

Hampton, Darlene Rose (2010). *Beyond resistance : gender, performance, and fannish practice in digital culture*. University of Oregon Ph.D. thesis.

Wenzel, Julian (2010). *Von einer Subkultur zum popularen Phanomen - Die aktuelle Bedeutung von Machinimas und wie es dazu kas*. GRIN Verlag. Possibly originally an undergraduate dissertation(?), Universiteit Utrecht.

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Schneide, Erik (2008). *Story and Game Combined : Using Machinima for Interactive Experiences*. Hochschule der Medien Stuttgart M.A. dissertation. (In English).

3. Journals.

Animation (SAGE)

Animation Practice Process and Production Journal

Animation Studies.

Animation: An Interdisciplinary Journal

Currents in Electronic Literacy.

Fallopian (UK publication on machinima and anymation).

Game Culture.

Game Studies.

Intensities : journal of cult media.

Journal of Electronic Commerce Research.

Journal of Interactive Drama.

Journal of Interactive Media in Education.

Journal of Role Playing.

Journal of Virtual Worlds Research.

Journal of Visual Culture (April 2011 was a *special machinima issue*.)

Loading.... (a game studies journal)

NORDICOM Newsletter on Children, Youth & Media.

Play and Folklore

Popular Entertainment Studies.

Red Feather : international journal of children's visual culture.

Studies in Popular Culture.

Transformative Works and Cultures (a fan studies journal).

4. Current popular, pro-am, and trade magazines

3D Artist

3D Creative

3D World

Animation Online

Animation World

blender.art

CG Arena | Free

CGW

Cinefex

Computer Arts

Develop

Digital Artist

Digital Arts

Edge

Gamasutra online

Game Developer

ICG

ImagineFX

MicroFilmmaker

SFX magazine