Machinima Bibliography, June 2011.  

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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


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/>


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.
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