

## Further reading

A small selection of useful and interesting books and articles is listed below for those who want to investigate further.

- Abbate, J. (1999) *Inventing the Internet*. MIT Press, Cambridge, Mass.
- Anders, P. (1998) *Envisioning Cyberspace: Designing 3D Electronic Space*. McGraw-Hill, NY.
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- MacEachren, A. M. (1995) *How Maps Work: Representation, Visualization, and Design*. Guilford, New York.
- Monmonier, M. (1991) *How to Lie with Maps*. University of Chicago Press, Chicago.
- Poole, S. (2000) *Trigger Happy: The inner life of videogames*. Fourth Estate, London.
- Rheingold, H. (1993) *The Virtual Community: Homesteading on the Electronic Frontier*. Addison-Wesley, New York.
- Salus, P. H. (1995) *Castling the Net: From Arpanet to Internet and beyond...* Addison-Wesley, New York.
- Shields, R. (ed.) (1996) *Cultures of Internet: Virtual Spaces, Real Histories and Living Bodies*. Sage, London.
- Smith, M. A. and Kollock, P. (eds) (1999) *Communities in Cyberspace*. Routledge, London.
- Standage, T. (1998) *The Victorian Internet: The Remarkable Story of the Telegraph and the Nineteenth Century's Online Pioneers*. Weidenfeld & Nicolson, London.
- Turkle, S. (1995) *Life on the Screen: Identity in the Age of the Internet*. Simon & Schuster, New York.
- Wood, D. (1993) *The Power of Maps*. Routledge, London.

