

Further reading

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

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- Poole, S. (2000) *Trigger Happy: The inner life of videogames*. Fourth Estate, London.
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- Salus, P. H. (1995) *Castling the Net: From Arpanet to Internet and beyond...* Addison-Wesley, New York.
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- 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.

