

---

# TABLE OF CONTENTS

PREFACE BIRD	11
PREFACE TO THIS EDITION	13
ABSTRACT	15
0 INTRODUCTION	17
INSERT INTRODUCTION OF THE PRACTICE	41
1 THE CONDITION	57
1.1 APPROACHING THE COMPUTER	59
1.1.1 THE RUIN	65
1.1.2 THE VESSEL	73
1.1.3 THE WINDOW	81
1.2 ENTERING THE COMPUTER OR: INSCRIPTIONS OF FIRST AND SECOND ORDER	93
2 THE CONCERN	109
2.1 REVISITING A SENSIBILITY	111
2.2 ON CHOOSING THINGS TO WORK WITH	117
2.3 ON MAKING DIGITAL OBJECTS INTO THINGS	119
EMPTY	121
SNOW	125
2.4 ON <i>IN</i> -FORMATION	129
THE INFORMATION I	131
TECHNIQUES OF THE OBSERVER	145
THE INFORMATION II	151
2.5 ON THE BODY OF DIGITAL INTERFACES	159
LITERALLY (TO KINDLE KINDLE)	163
HOMAGE TO DIETER ROTH	167