

Contents

Acknowledgments	vii
Introduction	1
Chapter 1 Cyberpoetics as Methodology	11
Chapter 2 Cyber-Commerce and Computerized Subjectivity	25
Chapter 3 Technomascularity and GenderBLUR in <i>The Matrix</i>	61
Chapter 4 <i>GATTACA</i> , Gender and Genoism	85
Chapter 5 Cyberfemininity: Pixel Vixens	103
Chapter 6 Technoeroticism and Interactivity: The <i>Lara Croft</i> Phenomenon	121
Chapter 7 Dangerous Mixtures and Uncanny Flexibility: The Shape-Shifter	137
Notes	155
Bibliography	171
Index	183