



Universiteit
Leiden
The Netherlands

New edge : technology and spirituality in the San Francisco Bay Area

Zandbergen, A.D.

Citation

Zandbergen, A. D. (2011, May 25). *New edge : technology and spirituality in the San Francisco Bay Area*. Retrieved from
<https://hdl.handle.net/1887/17671>

Version: Not Applicable (or Unknown)

[Licence agreement concerning inclusion of doctoral thesis in the Institutional Repository of the University of Leiden](#)

License: <https://hdl.handle.net/1887/17671>

Note: To cite this publication please use the final published version (if applicable).

References

- Alexander, J. C. (1990). The Sacred And Profane Information Machine: Discourse About the Computer as Ideology. *Archives de Sciences Sociales des Religions*, 69, 161-71.
- Anderson, W. T. (2004). The Upstart Spring. Esalen and the Human Potential Movement: The First Twenty Years. Lincoln, NE: iUniverse Inc.
- Asad, T. (2001). Reading a Modern Classic. In H. d. V. a. S. Weber (Ed.), *Religion and Media*. (pp. 131-51). 2001: Stanford University Press.
- Aupers, S. (2002). "Everything is Connected". Naar een sociologie van paranoïa en complottheorieën. *Sociologische Gids*, 49(3), 313-26.
- (2004). In De Ban Van Moderniteit. De Sacralisering van het zelf en computertechnologie. Erasmus Universiteit, Rotterdam.
- (2010). 'Where the Zeroes Meet the Ones'. In Aupers, Stef, & D. Houtman (Eds.), *Religions of Modernity*. (pp. 219-38). Leiden: Brill.
- Aupers, S., Houtman, D., & Pels, P. (2008). Cybergnosis:Technology, Religion, and the Secular. In H. d. Vries (Ed.), *Religion. Beyond a Concept*. New York: Fordham University Press.
- Aupers, S., Houtman, D. (2006). Beyond the Spiritual Supermarket: The Social and Public Significance of New Age Spirituality. *Journal of Contemporary Religion*, 21, No. 2, 201-22.
- Barbrook, R. (2007). Imaginary Futures. From Thinking Machines to the Global Village. London: Pluto Press.
- Barbrook, R., Cameron, Andy. (1995). *The Californian Ideology*. Retrieved November 12 2010 from:
[<http://www.alamut.com/subj/ideologies/pessimism/califIdeo_I.html>](http://www.alamut.com/subj/ideologies/pessimism/califIdeo_I.html)
- Bardini, T. (2000). Bootstrapping. Douglas Engelbart, Coevolution and the Origins of Personal Computing. Stanford: Stanford University Press.
- Barnard, A., & Spencer, J. (2010). Rite of Passage. In A. Barnard, & J. Spencer(pp. 616-17). London, New York: Routledge.
- Bell, C. (1992). *Ritual Theory, Ritual Practice*. New York, Oxford: Oxford University Press.
- Bell, D., & Kennedy, B. M. (2000). *The Cybercultures Reader*. London: Routledge.
- Benedikt, Michael, (ed.) *Cyberspace. First Steps*. Cambridge, Mass: MIT Press, 1992.
- Berger, M. (2006). *Promoting the American Scene: The Actions of the U.S. Psychonaut Jon Hanna*. Interview with Jon Hanna. Retrieved November 13 2010 from:
[<www.erowid.org/characters/hanna_jon/hanna_jon_interview1.shtml>](http://www.erowid.org/characters/hanna_jon/hanna_jon_interview1.shtml),

- Berger, P., Berger, B., & Kellner, H. (1973). *The Homeless Mind. Modernization and Consciousness*. New York: Random House Inc.
- Bey, H. (1991). *T.A.Z. The Temporary Autonomous Zone, Ontological Anarchy, Poetic Terrorism*. 1991. Autonomedia, Brooklyn.
Retrieved November 16, 2010 from:
[<http://hermetic.com/bey/taz_cont.html>](http://hermetic.com/bey/taz_cont.html)
 (2003). T.A.Z.: The Temporary Autonomous Zone, Ontological Anarchy, Poetic Terrorism. Second edition. New York: Autonomedia.
- Bijker, W. E. (1990). *The Social Construction of Technology*. Enschede, The Netherlands: Drukkerij Alfa.
- Biocca, F., Lanier, J. (1992). An Insider's View of the Future of Virtual Reality. *Journal of Communication*, 42(4).
- Blom, J. D. (2010). *A Dictionary of Hallucinations*. New York: Springer.
- Borsook, P. (2000). Cyberselfish. A Critical Romp Through the Terribly Libertarian Culture of High Tech. New York: Public Affairs.
- Boulware, J. *Mondo 1995: Up and Down With the Next Millennium's First Magazine*. SF Weekly. Retrieved November 15 2010 from:
[<http://www.suck.com/daily/95/11/07/mondo1995.html>](http://www.suck.com/daily/95/11/07/mondo1995.html)
- Bourdieu, P. (1977). *Outline of a Theory of Practice*. Cambridge, Mass: Cambridge University Press.
- Brand, S. (1987). *The Media Lab. Inventing the Future at MIT*. New York: Penguin Books.
 (1972). Spacewar. Fanatic Life and Symbolic Death Among the Computer Bums. Retrieved November 16 2010, from:
[<http://www.wheels.org/spacewar/stone/rolling_stone.html>](http://www.wheels.org/spacewar/stone/rolling_stone.html)
- Brandt, G. (1996). *Taking Tiny Dancing Lessons in Cyberspace*. Retrieved November 15, 2010 from:
[<http://www.virtualgalen.com/virtualhealing/myron.htm>](http://www.virtualgalen.com/virtualhealing/myron.htm)
- Braunstein, P., Doyle, M.W. (Ed.). (2002). *Imagine Nation. The American Counterculture of the 1960s and '70s*. New York, London: Routledge.
- Butler, A. M. (2000). *Cyberpunk*. Harpenden, Herts, Great Britain: Pocket Essentials.
- Campbell, C. (1990). the Romantic Ethic and the Spirit of Modern Consumerism. Oxford: Basil Blackwell.
 (2007). The Easternization of the West. A Thematic Account of Cultural Change in the Modern Era. Boulder, London: Paradigm Publishers.
- Carey, J. W., Quirk. J.J. (1970). The Mythos of the Electronic Revolution, part one. *The American Scholar*, 39, 219-41.
 (1970). The Mythos of the Electronic Revolution, part two. *The American Scholar*, 40, 395-424.

- Castells, M. (2000). *The Rise of the Network Society_second edition*. Oxford: Blackwell Publishers, Ltd.
- Ceruzzi, P. (2000). *A history of Modern Computing*. New York: Harper & Row Publishers.
- "Cinnamon Twist". (approx. 1991). *The Imaginal Rave*. Retrieved October 15 2010 from:
<http://www.gashaus.com/component/content/article/55.html>
- Clement, A. (1977). If 'Small is Beautiful' is Micro Marvelous? A look at Microcomputing as if People Mattered. *People's Computer Company*, 39-42.
- Coleman, G. (2005). The Social Construction of Freedom and Open Source Software: Hackers, Ethics, and the Liberal Tradition. University of Chicago, Chicago.
- Collin, M. (1997). Altered State. The Story of Ecstasy Culture and Acid House. London: Serpent's Tail. Coote, J., Shelton, A. (Ed.), *Anthropology and Aesthetics*. Oxford: Clarendon Press.
- Corn, J. J. (2001). *The Winged Gospel. America's Romance with Aviation*. Baltimore and London: The Johns Hopkins University Press.
- Coupland, D. (1995). *Microserfs*. New York: HarperCollins.
- Cringely, R. (1996). Triumph of the Nerds: An Irreverent History of the PC Industry.
- Crossley, N. (1998). R.D.Laing and the British Anti-Psychiatry Movement: A Socio- Historical Analysis. *Social Science & Medicine*, 47(7), 877-79.
- 'Crystal & Spore.' (2005). *Ecstatic Evolution: Dance Music Culture and Transcendent Technology*, Presentation for Mindstates 2005, San Francisco.
- Damer, B. *A Universal Mindstate*. Presentation for Mindstates 2004, Oaxa. Retrieved November 15, 2010 from:
<http://www.damer.com/voice/transcriptions.htm>,
- (1998). *Avatars! Exploring and Building Virtual Worlds on the Internet*. Berkeley, CA: Peachpit Press.
- Davis, E. (1998). Techgnosis: Myth, Magic and Mysticism in the Age of Information. London: Serpent's Tail.
- (2005). Beyond Belief: The Cults of Burning Man. In L. Gilmore, & M. Van Proyen (Eds.), *AfterBurn. Reflections on Burning Man*. Albuquerque: The University of New Mexico Press.
- Dawson, L. L. (2005). The Mediation of Religious Experience in Cyberspace. In M. T. HØjsgaard, & M. Warburg (Eds.), *Religion and Cyberspace*. Abingdon, Oxon: Routledge.
- De Mul, J. (2010). *Cyberspace Odyssey*. Cambridge: Cambridge Scholars Publisher.

- De Vries, H. (Ed.). (2008). *Religion. Beyond a Concept*. New York: Fordham University Press.
- Dery, M. (1996). *Escape Velocity: Cyberculture at the End of the Century*. New York: Grove Press.
- Dery, M. (Ed.). (1994). *Flame Wars. The Discourse of Cyberculture*. Durham and London: Duke University Press.
- Doherty, B. (2004). *This Is Burning Man*. New York: Time Warner Book Group.
- Drucker, P. (1999). *Management Challenges of the 21st Century*. New York: Harper Business.
- Dyson, E., Gilder, G., Toffler, A. (1994) *Cyberspace and the American Dream: A Magna Carta for the Knowledge Age*. Progress and Freedom Foundation.
Retrieved November 10, 2010 from:
<<http://www.hartford-hwp.com/archives/45/062.html>>
- English-Lueck, J. A. (2002). *Cultures@Siliconvalley*. Stanford: Stanford University Press.
- Farber, D. (2002). The Intoxicated State/Illegal Nation: Drugs in the Sixties Counterculture. In P. Braunstein, Doyle, M.W. (Ed.), *Imagine Nation. The American Counterculture of the 1960 and '70s*. (pp. 17-40). New York: Routledge.
- Ferguson, J. (1999). *Expectations of Modernity. Myths and Meanings of Urban Life on the Zambian Copperbelt*. Berkeley and Los Angeles, California: University of California Press.
- Fincher, D., Spacey, K. (2010). *The Social Network* : Columbia Pictures.
- Finn, C. A. (2001). *Artifacts. An Archaeologist's Year in Silicon Valley*. Cambridge, Mass: MIT Press.
- Florida, R. (2002). *The Rise of the Creative Class*.and how it's transforming work, leisure, community, & everyday life. New York: Basic Books.
- Forsythe, D. E. (2001). *Studying Those Who Study Us. An Anthropologist in the World of Artificial Intelligence*. Stanford, California: Stanford University Press.
- Frank, T. (1997). *The conquest of cool*. Chicago and London: The University of Chicago Press.
- Freiberger, P., & Swaine, M. (1984). *Fire in the Valley: The Making of the Personal Computer*. Berkeley, CA: Osborne/McGraw-Hill.
- Fritz, J. (1999). *Rave Culture. An Insider's Overview*. Canada: SmallFry Press.
- Funaro, J. (1994). *The Evolution of COTI: A Personal Memoir*.
Retrieved November 16, 2010 from:
<<http://www.contact-conference.com/archive/history.html>>,
- Geertz, C. (1973). *The Interpretation of Cultures*. New York: Basic Books.

- Gell, Alfred. "The Technology of Enchantment and the Enchantment of Technology". In *Anthropology and Aesthetics*, edited by Jeremy Coote, Shelton, Anthony, 40-63. Oxford: Clarendon Press, 1992.
- Gerard, M. (2004). Selecting Ritual: DJs, dancers and liminality in underground dance music. In G. St. John (Ed.), *Rave Culture and Religion*. (pp. 167-84). London: Routledge.
- Gibson, W. (1984). *Neuromancer*. New York: Ace Books.
- Gilmore, L. (2005). Fires of the Heart: Ritual, Pilgrimage, and Transformation at Burning Man. In L. Gilmore, & M. Van Proyen (Eds.), *Afterburn. Reflections on Burning Man*. Albuquerque: The University of New Mexico Press.
- Gilmore, L., & Van Proyen, M. (Eds.). (2005). *AfterBurn. Reflections on Burning Man*. Albuquerque: University of New Mexico Press.
- Gleick, J. (1987). *Chaos. Making a New Science*. New York: Penguin Books.
- Goffman, E. (1959). *The Presentation of Self in Everyday Life*. New York: Anchor Books.
- Goffman, K., & Joy, D. (2004). Counterculture Through The Ages. From Abraham to Acid House. New York: Villard.
- Goodman, P. (1959). Growing Up Absurd. Problems of Youth in the Organized Society. New York: Vintage Books.
- Graham, J. (Ed.). (2004). *Rave Culture and Religion*. London: Routledge.
- Gray, J. (2007). Black Mass. Apocalyptic Religion and the Death of Utopia. New York: Farrar, Straus and Giroux.
- Haddon, L. (1988). The Home Computer. The Making of a Consumer Electronic. *Science as Culture*, 2, 7-51.
- Hagerty, Lorenzo. *Psychedelic Thinking and the Dawn of Homo Cyber* Presentation for Mindstates 2001, Berkeley. Retrieved September 29, 2010 from:
<http://www.matrixmasters.com/speaking/mindstates/mssun01/hc01/hc01.html>
- Hanegraaff, W. (1996). New Age Religion and Western Culture: Esotericism in the Mirror of Secular Thought. Leiden, New York, Koln: Brill.
- Haraway, D. J. (1991). Simians, Cyborgs, and Women. The Reinvention of Nature. New York, NY: Routledge.
- Harris, C. (Ed.). (1999). *Art and Innovation. The Xerox Parc Artist-in-Residence Program*. Cambridge, Massachusetts etc.: The MIT Press.
- Hayles, K. N. (1999). How We Became Posthuman. Virtual Bodies in Cybernetics, Literature, and Informatics. Chicago, London: The University of Chicago Press.
- Heelas, P. (1996). The New Age Movement: The Celebration of the Self and the Sacralization of Modernity. Oxford: Blackwell.

- Heelas, Woodhead, Seel, Szerszynski, and Tusting. (2005) *The Spiritual Revolution. Why Religion is Giving Way to Spirituality*. Oxford: Blackwell.
- Heim, M. (1994). *The Metaphysics of Virtual Reality*. Oxford: Oxford University Press.
- Helmreich, S. (1997). The Spiritual in Artificial Life: Recombining Science and Religion in a Computational Culture Medium. *Science as Culture*, 6(3), 363-95.
- (2001). After Culture: Reflections on the Apparition of Anthropology in Artificial Life, a Science of Simulation. *Cultural Anthropology*, 16(4), 613-28.
- Hesmondhalgh, D. (1998). Review: Club Culture Goes Mental. *Popular Music*, 17 (2)(2), 247-53.
- Hess, D. (1993). Science in the New Age: The Paranormal, Its Defenders and Debunkers, and American Culture. Madison: University of Wisconsin Press.
- Hiltzik, M. (1999). *Dealers of Lightning*. New York: Harper Business.
- Hockett, J. (2005). Participant Observation and the Study of Self. Burning Man as Ethnographic Experience. In L. Gilmore, & M. van Proyen (Eds.), *Afterburn. Reflections on Burning Man*. (pp. 65-84). Albuquerque, New Mexico: University of New Mexico Press.
- HØjsgaard, M. T., & Warburg, M. (Eds.). (2005). *Religion and Cyberspace*. Abingdon, Oxon: Routledge.
- Howes, D. (Ed.). (2009). *The Sixth Sense Reader*. Oxford, New York: Berg.
- Huxley, A. (1961). *The Doors of Perception and Heaven and Hell*. Harmondsworth, Middlesex: Penguin Books.
- Jonas, H. (1958). *The Gnostic Religion*. Beacon Hill, Boston: Beacon Press.
- Jones, C. A., & Arning, B. (2006). Sensorium. Embodied Experience, Technology, and Contemporary Art. Cambridge, Mass.: MIT Press.
- Jung, C. G. (1960). *The Structure and Dynamics of the Psyche*. London: Routledge & Kegan Paul Ltd.
- Kelly, K. (1998). The Third Culture. *Science*, 279(5353), 992-93.
- (1994). Out of Control. The new biology of machines, social systems and the economic world. Reading, Mass.: Addison-Wesley.
- Kelty, C. (2003). Qualitative Research in the Age of the Algorithm: New Challenges in Cultural Anthropology.
- 'Ken.' (1993). *Cybertribe Rising*. Hyperreal. Retrieved November 16, 2010 from: <http://hyperreal.org/raves/spirit/politics/CyberTribe_Rising.html>
- Kerouac, J. (1957). *On the Road*. New York: Viking Press.
- Kirk, A. (2002). "Machines of Loving Grace": Alternative Technology, Environment, and the Counterculture. In P. Braunstein, Doyle, M.W.

- (Ed.), *Imagine Nation. The American Counterculture of the 1960s and '70s.* (pp. 353-78). New York, London: Routledge.
- Kline, R., Pinch, Trevor. (1999). The social construction of technology. In D. MacKenzie, Wajcman, J. (Ed.), *the Social Shaping of Technology_second edition.* (pp. 113-15). Buckingham, Philadelphia: Open University Press.
- Konas, G. (1994). Traveling "Furthur" with Tom Wolfe's Heroes. *Journal of Popular Culture*, 28(3), 177- 192.
- Kozinets, R., & Sherry, J. (2004). Exploring the Sacred at Burning Man. In J. Graham (Ed.), *Rave Culture and Religion.* (pp. 287-303). London: Routledge.
- (2005). Welcome to the Black Rock Cafe. In L. Gilmore, & M. Van Proyen (Eds.), *Afterburn. Reflections on Burning Man.* (pp. 87-108). Albuquerque: The University of New Mexico Press.
- Kripal, J. J. (2007). *Esalen. America and the Religion of No Religion.* Chicago: The University of Chicago Press.
- Krueger, M. W. (1983). *Artificial Reality.* Reading, Massachusetts: Addison-Wesley Publishing Company.
- Krüger, O. (2006). Gaia, Gott und das Internet Evolutionsgeschichte und die Utopien von Gemeinschaft in der Mediengesellschaft.
- Kunzru, H. (1996). Consensual Hallucinations (or The Birth of the Computational Sublime). *Mute Magazine* www.metamute.org
- Kurzweil, R. (2005). The Singularity is Near. When Humans Transcend Biology. New York: Viking.
- (2005) *When Human Transcend Biology.* Keynote Speech for Accelerating Change Conference, Palo Alto.
- Lambert, Y. (1999). Religion in Modernity as a New Axial Age: Secularization or New Religious Forms? *Sociology of Religion*, 60(3), 303-33.
- Landow, G. P. (1992). Hypertext. The Convergence of Contemporary Critical Theory and Technology. Baltimore: The Johns Hopkins University Press.
- Larsen, J. K., & Rogers, E. M. (1984). *Silicon Valley Fever: Growth of High Technology Culture.* New York: Basic Books, Inc.
- Lasch, C. (1992). Gnosticism, Ancient and Modern: The Religion of the Future? *Salmagundi*, 96(Fall 1992), 27-42.
- Latour, B. (1993). *We Have Never Been Modern.* Cambridge, Massachusetts: Harvard University Press.
- Latour, B., & Woolgar, S. (1979). Laboratory life: the social construction of the scientific facts. Sage Publications, Inc.
- Laurel, B. (1993). *Computers as Theatre.* Reading: Addison-Wesley.
- Laurel, B., Strickland, R., & Tow, R. (1994). Placeholder: Landscape and Narrative in Virtual Environments. *ACM Computer Graphics Quarterly*, 28(2), 118-26.

- Leadbeater, C. (1999). *Living on Thin Air*. London: Viking.
- Leary, T. (1994). *Chaos & Cyber Culture*. Berkeley: Ronin Publishing, Inc.
- 'Lee' (1992). *Raving at the Center of the Universe*. Hyperreal website. Retrieved November 16, 2010 from:
http://hyperreal.org/raves/spirit/technoshamanism/Physics_and_Raving.html
- Lessig, L. (1999). *Code. And Other Laws of Cyberspace*. New York: Basic Books.
- (2002). *The Future of Ideas. The Fat of the Commons in a Connected World*. New York: Vintage Books. Random House.
- Levy, S. (1984). *Hackers. Heroes of the Computer Revolution*. Garden City, NY: Anchor Press/Doubleday.
- (1992). *Artificial Life*. New York: Pantheon Books.
- (1994) *Insanely Great: The Life and Times of Macintosh, the Computer That Changed Everything*. New York: Viking-Penguin.
- Lovelock, J. (1979). *Gaia: A New Look On Life On Earth*. Oxford: Oxford University Press.
- Lovink, G. (2002). *Dark Fiber. Tracking Critical Internet Culture*. Cambridge, Mass.: The MIT Press.
- MacKenzie, D., Wajcman, J. (1999). Introductory essay: the social shaping of technology. In D. MacKenzie, Wajcman, J. (Ed.), *the Social Shaping of Technology_second edition*. Buckingham, Philadelphia: Open University Press.
- Marcus, G. E. (1995). Ethnography in/of the World System: The Emergence of Multi-Sited Ethnography. *Annual Review of Anthropology*, 24, 95-117.
- Marcuse, H. (1964). *One Dimensional Man. Studies in the Ideology of Advanced Industrial Society*. London: Routledge & Kegan Paul Ltd.
- Marin, P. (1970). The Greening of America. A somber view of a cheerful view of the future. *The New York Times*, pp. 3, 58.
- Markoff, J. (2005). What the Doormouse Said. How the Sixties Counterculture Shaped the Personal Computer Industry. New York: Viking Penguin.
- Marsh, S. (2008). Esalen: Top Hippie Enclave is Hip Again. *Times Online*.
- Marx, L. (1964). *The machine in the garden : technology and the pastoral ideal in America*. New York: Oxford University Press.
- Masuda, Y. (1975). *Emerging information society in Japan*. Tokyo: Japan Computer Usage Development Institute.
- McKenna, T. (1999) *Linear Societies & Non-Linear Drugs*. Presentation at the Entheobotany Seminar, Palenque, Mexico. Retrieved November 12, 2010 from:
<http://www.matrixmasters.com/pn/MiscMP3s/TerenceMcKenna1999.htm>

- (1991). *The Archaic Revival. Speculations on Psychedelic Mushrooms, the Amazon, Virtual Reality, UFO's, Evolution, Shamanism, the Rebirth of the Goddess, and the End of History.* San Francisco, CA: HarperSanFrancisco.
- McSherry, L. (2002). *The Virtual Pagan. Exploring Wicca and Paganism through the Internet.* Boston: WeiserBooks.
- Melley, T. (2000). *Empire of Conspiracy. The Culture of Paranoia in Postwar America.* Ithaca, NY: Cornell University Press.
- Meyer, B. (2004). "Praise the Lord". Popular Cinema and Pentecostalite Style in Ghana's New Public Sphere. *American Ethnologist*, 31(1), 92-110.
- (2006). Religious Revelation, Secrecy and the Limits of Visual Representation. *Anthropological Theory*, 6(4), 431-53.
- (2008). Religious Sensations. Why Media, Aesthetics, and Power Matter in the Study of Contemporary Religion. In H. d. Vries (Ed.), *Religion. Beyond a Concept.* (pp. 704-23). New York: Fordham University Press.
- Mitchell, J. P. (2010). Ritual. In A. Barnard, & J. Spencer (Eds.), *The Routledge Encyclopedia of Social and Cultural Anthropology. Second Edition.* (pp. 617-20). New York: Routledge.
- Möllerling, G. (2001). The Nature of Trust: From Georg Simmel to a Theory of Expectation, Interpretation and Suspension. *Sociology*, 35(2), 403-20.
- Moore, F. (1975). "It's A Hobby". *Homebrew Computer Club Newsletter*, 1(4).
- Moore, L., R. (1994). *Selling God. American Religion in the Marketplace of Culture.* Oxford: Oxford University Press.
- Moravec, H. (1988). *Mind Children. The Future of Robot and Human Intelligence.* Cambridge: Harvard University Press.
- Morford, M. (2005). Burning Man defies Katrina? How can a huge, feral party in the desert possibly matter? *San Francisco Chronicle*.
- Morris, M. (2005). *Walking Rainbow. Fred Moore Remembered.* Documentary. Self-produced.
- Mosco, V. (2004). *The Digital Sublime.* Cambridge, Mass.: MIT Press.
- Murphy, M. (1992). *The Future of the Body: Explorations Into the Further Evolution of Human Nature.* New York: Penguin Putnam Inc.
- Negroponte, N. (1995). *Being Digital.* London: Hodder and Stoughton.
- Nelkin, D. (2004). God Talk: Confusion between Science and Religion. *Science, Technology & Human Values*, 29(2), 139-52.
- Nelson, T. (1974). *ComputerLib/Dream Machines.* Self-published.
- Noble, D. (1999). *The Religion of Technology. The Divinity of Man and the Spirit of Invention.* Harmondsworth, Middlesex, England: Penguin Books, ltd.
- Null, G., & Null, S. (1974). *Biofeedback, Fasting & Meditation.* New York: Pyramid Books.
- Nye, D. (1994). *American technological sublime.* Cambridge, Mass.: MIT Press.

- O'Leary. (1996). Cyberspace as Sacred Space: Communicating Religion on Computer Networks. *Journal of the American Academy of Religion*, 64(4), 781-808.
- Onnie-Hay, J. (2005). Mindstates 2005: Building Bridges between Transcendence and Technology, Spirituality and Science. *MAPS*, XV(3), 26-28.
- Pärna, K. (2010). *Believing in the Net*. Leiden: Leiden University Press.
- Payne, B., & Reitano, C. T. (1977). *BioMeditation. The Scientific Way to Use the Energy of the Mind*. Brooklyn, Massachusetts: BFI, Inc.
- Pell, J. (2005) *Permaculture Now!* Presentation at Synergenesis, San Francisco.
- Pels, P. (1998). Religion, Consumerism, and The Modernity of The New Age. *JASO*, 29(3)(3), 263-72.
- (2000). Occult Truths. Race, Conjecture, and Theosophy in Victorian Anthropology. *History of Anthropology*, 9, 11-41.
- (2002). The Confessional Ethic and the Spirits of The Screen. Reflections on the Modern Fear of Alienation. *Etnofoon*, 15, 91-119.
- Pesce, M. (2002). *Bios and Logos*. Presentation for Mindstates, Jamaica. Retrieved November 12, 2010 from:
[<http://hyperreal.org/~mpesce/biosandlogos.html>](http://hyperreal.org/~mpesce/biosandlogos.html),
- Pendell, D. (2006). *Inspired Madness: The Gifts of Burning Man*. Berkeley: Frog, L.t.d.
- Pinchbeck, D. (2005). *Channeling the Galactik*. Presentation for Synergenesis, San Francisco.
- Pfaffenberger, B. (1988). The Social Meaning of the Personal Computer: Or, why the Personal Computer Revolution was no Revolution. *Anthropological Quarterly*, 61(1), 39-47.
- (1992). The Social Anthropology of Technology. *Annual Review of Anthropology*, 21, 491-516.
- Pickover, C. A. (1990). Computers, Pattern, Chaos and Beauty. Graphics From an Unseen World. New York: St. Martin's Press.
- (1991). Computers and the Imagination. Visual Adventures Beyond the Edge. New York: St. Martin's Press.
- Piot, C. (1999). *Remotely Global. Village Modernity in West Africa*. Chicago: The University of Chicago Press.
- Poster, M. (2004). The Mode of Information and Postmodernity. *The Information Society Reader*. (pp. 398-410). New York: Routledge.
- Price, T. (2006). Why I'm here. A burner without borders explains the attraction of life in Camp Katrina. *The San Francisco Bay Guardian*.
- Reich, C. (1970). The Greening of America: How the Youth Revolution is Trying to Make America Livable. New York: Three Rivers Press.
- Schwartz, G. E., & Beatty, J. (Eds.). (1977). *Biofeedback. Theory and Research*. New York: Academic Press.

- Stang, R. I. (Ed.). (1990). Three-Fisted Tales Of "Bob". Short Stories in the SubGenius Mythos. New York: Fireside.
- Robins, C., Webster, F. (1988). Athens without Slaves. Or Slaves without Athens? The Neurosis of Technology. *Science as Culture*, 3, 7-53.
- (2004). The Long History of the Information Revolution. *The Information Society Reader*. (pp. 62-80). New York: Routledge.
- Robins, K. (1995). Cyberspace and the world we live in. *Body & Society*, 1(3-4), 135-55.
- Roszak, T. (1969). The Making of a Counter Culture: Reflections on the Technocratic Society and its Opposition. New York: Paperback Garden City.
- (1986). The cult of information : the folklore of computers and the true art of thinking. New York: Pantheon Books.
- (2000). From Satori to Silicon Valley. Retrieved November 12, 2010 from:
<http://www-sul.stanford.edu/mac/primary/docs/satori/index.html> Ruck,
- C. A. P., Bigwood, J., Staples, R., Wasson, G., & Ott, J. (1979). Entheogens. *Journal of Psychedelic Drugs*, 11, 145, 146.
- Rucker, R. (1999). *Seek!*. New York: Four Wall Eight Windows.
- (2005). The Lifebox, the Seashell and the Soul: What Gnarly Computation Taught me about Ultimate Reality, the Meaning of Life, and How to be Happy. Thunder's Mouth Press.
- Rucker, R., R.U. Sirius & Queen MU. (1993). *Mondo 2000. User's Guide to the New Edge*. London: Thames and Hudson Ltd.
- Rushkoff, D. (1994). *Cyberia: Life in the Trenches of Hyperspace*. San Francisco: Harper San Francisco.
- Salen, K. (2005). *Tripping the Game Fantastic*. Presentation for Minstates 2005, San Francisco.
- Saler, M. (2004). Modernity, Disenchantment and the Ironic Imagination. *Philosophy and Literature*, 28(1), 137-49.
- Saxenian, A. L. (1994). Regional Advantage: culture and competition in Silicon Valley and Route 128. Cambridge, Mass: Harvard University Press.
- Shafer, J. (2006). The Tripster in Wolfe's Clothing. *Columbia Journalism Review*, 44, 54- 57.
- Shea, R., & Wilson, R. A. (1975). The Illuminatus! Trilogy. The Eye In the Pyramid, The Golden Apple, Leviathan. New York: Dell Publishing.
- Sirius, R. U. (2006). True Mutations. Interviews on the Edge of Science, Technology + Consciousness. Oakland: Pollinator Press.
- Sismondo, S. (2004). *An Introduction to Science and Technology Studies*. Malden: Blackwell Publishing.

- Smart, J. (2005) *Introduction to Accelerating Change*. Opening Address to Accelerating Change Conference, Palo Alto.
- Sobchack, V. (2001). New Age Mutant Ninja Hackers: Reading Mondo 2000. In D.Trend (Ed.), *Reading digital culture*. (pp. 322-34). Malden, Massachusetts: Blackwell Publishers Inc.
- Sontag, S. (1966). *Against Interpretation. And other essays*. New York: Farrar, Straus & Giroux.
- Stahl, W. A. (1995). Venerating the Black Box: Magic in Media Discourse on Technology. *Science, Technology & Human Values*, 20(2), 234-58.
- Stenger, N. (1992). Mind Is a Leaking Rainbow. In M. Benedikt (Ed.), *Cyberspace. First Steps*. (pp. 49-58). Cambridge, Mass.: MIT Press.
- Stengs, I. (2007). The Sensation of Dance Events. Ritual and Sensorial Experience in Entertainment. In R. v. Ginkel, & A. Strating (Eds.), *Wildness and Sensation: Anthropology of Sinister and Sensuous Realms*. (pp. 236-53). Apeldoorn: Het Spinhuis Publishers.
- Stolow, J. (2005). Religion and/as Media. *Theory, Culture & Society*, 22(4), 119-45.
- Szerszynski, B. (2005). *Nature, Technology and the Sacred*. Malden, MA: Blackwell Publishing.
- Toffler, A. (1970). *Future Shock*. New York: Random House.
- Trend, D. (2001). *Reading Digital Culture*. Malden, Massachusetts: Blackwell Publishers.
- Turner, F. (2006). From Counterculture to Cybersculture. Stewart Brand, the Whole Earth Network, and the Rise of Digital Utopianism. Chicago: University of Chicago Press.
- Turner, V. (1969). *The Ritual Process: Structure and Anti-Structure*. Chicago: Aldine Transaction.
- Turkle, S. (1984). *The Second Self: Computers and the Human Spirit*. New York: Simon & Schuster, Inc.
- Van de Port, M. (2006). Visualizing the Sacred: Video technology, "televisual" style, and the religious imagination in Bahian candomble. *American Ethnologist*, 33(3), 444- 61.
- Verrrips, J. (1994). The Thing Didn't 'Do' What I Wanted. Some Notes on Modern Forms of Animism in Western Societies. *Transactions: Essays in honor of Jeremy F. Boissevain*. Amsterdam: Het Spinhuis.
- Vinge, V. (1981). True Names. And the Opening of the Cyberspace Frontier. New York: Tom Doherty Associates.
- Vinge, V. (1993). The Coming Technological Singularity. *Whole Earth Review*.
- Wertheim, M. (1999). The Pearly Gates of Cyberspace.
- Weber, S., de Vries, H. (Ed.) (2001). *Religion and Media*. Stanford, California: Stanford University Press.

- Wilson, S. (1999). Reflections on PAIR. In C. Harris (Ed.), *Art and Innovation. The Xerox PARC Artist-in-Residence Program.* (pp. 187-208). Cambridge, Massachusetts: The MIT Press.
- Winner, L. (1999). Do Artifacts have Politics?. In D. MacKenzie, Wajcman, J. (Ed.), *The Social Shaping of Technology: How the Refrigerator got its hum.* (pp. 28-40). Buckingham, Philadelphia: Open University Press.
- Wolfe, T. (1968). *The Electric Kool-Aid Acid Test.* London: Transworld Publishers.
- (1973). *The New Journalism.* New York: Harper & Row Publishers, Inc.
- Wolff, K. H. (1950). *The Sociology of Georg Simmel.* New York: The Free Press.
- Wright, R. (1996). Art and science in Chaos. Contesting readings of scientific visualization. In G. Robertson (Ed.), *Futurenatural. Nature, science, culture.* (pp. 218-36). London: Routledge.
- Zandbergen, D. (2010). Silicon Valley New Age. The Co-constitution of the Digital and the Sacred. In S. Aupers, & D. Houtman (Eds.), *Religions of Modernity: Relocating the Sacred to the Self and the Digital.* (pp. 161-86). Leiden: Brill.

Magazines/Periodicals

Whole Earth Catalog

Spring 1969

Fall 1969

Spring 1970

The Updated Last Whole Earth Catalog, May 1974

The Next Whole Earth Catalog 1981

Mondo 2000

Issue 1 (also 7), Fall 1989

Issue 2 (also 8), Summer 1990

Issue 3 (also 9), Winter 1991

Issues 5-8, Unspecified, 1992

Issue 9, Unspecified 1993

Issue 10, Unspecified 1993

Issue 11, Undated

Issue 13, Unspecified 1995

Issue 15, Unspecified 1996

Computer Hobbyist Magazines:

Homebrew Computer Club Newsletter, June 1975, 1 (4).

Interface. Newsletter of the Southern California Computer Society, October 1975, 1(2)

Memory Pages. Newsletter of the Rochester Area Microcomputer Society (RAMS), June 1977, 0 (7)

People's Computer Company, March/April 1977, 5 (5)