

Different Engines: Media Technologies from Latin America

“Different Engines” investigates the emergence of technologies in Latin America to create images, sounds, video games, and physical interactions. The book contributes to the construction of a historiographical and theoretical framework for understanding the work of creators who have been geographically and historically marginalized through the study of five exemplary and yet relatively unknown artifacts built by engineers, scientists, artists, and innovators. It offers a broad and detailed view of the complex and sometimes unlikely conditions under which technological innovation is possible and of the problematic logics under which these innovations may come to be devalued as historically irrelevant.

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