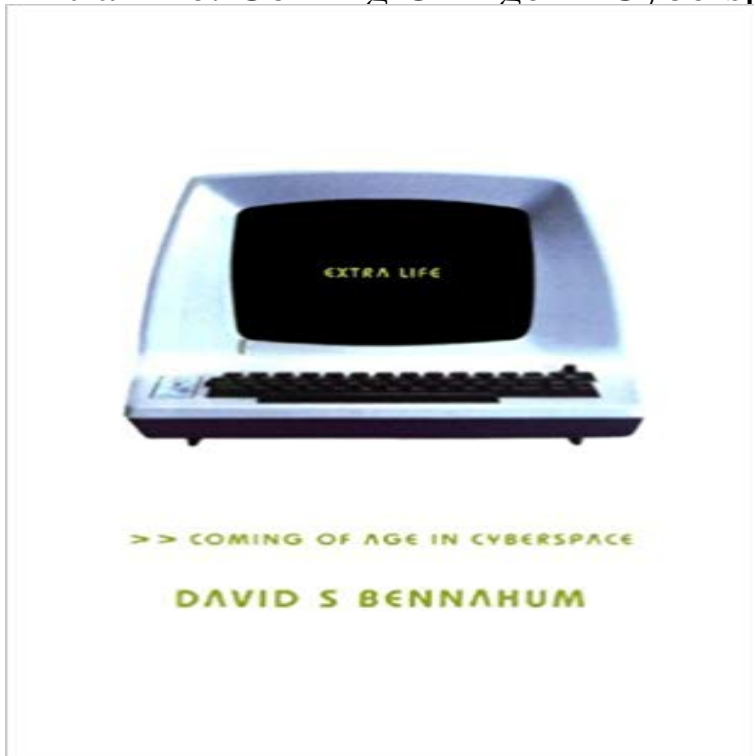


## Extra Life: Coming Of Age In Cyberspace



Today's digital culture traces its roots to the 1980s, when the first computer generation came of age. These original techno-kids grew up with home-brew programs, secret computer access codes, and arcades where dedicated video gamers fought to extend their play by earning extra life. In that era of gleeful discovery, driven by a sense of adventure and a surge of power, kids found a world they could master, one few grownups could understand. In this fast-paced, real-life tale set in the bedrooms, computer rooms, and video arcades of the 80s, popular media chronicler David S. Bennahum takes readers back to his initiation into this electronic universe, to his discovery of PONG at age five. We follow him from video game addiction to his Bar Mitzvah gift was an Atari 800 with 48K of RAM to his ascent to master programmer with the coveted title of Super User in his high school's computer room. Bennahum reflects on how computers empowered him and his friends to create a world of their own. We see how their geekiness, grounded in roleplaying, iterative thinking, and systems analysis led to a productive, social existence on the other side of the screen. The extra life they found on the other side of the screen. Hilarious, poignant, and packed with little-known computer lore, Extra Life is a grand digital adventure set against the background of the emerging information age.

**Extra Life: Coming Of Age In Cyberspace: David** - Extra Life: Coming of Age in Cyberspace by David S. Bennahum and a great selection of similar Used, New and Collectible Books available now at **Extra Life: Coming of Age in Cyberspace - The New York Times** CHAPTER ONE. Extra Life Coming of Age in Cyberspace. By DAVID S. BENNAHUM Basic Books. Read the Review. Pong. My electronic seduction began in **Extra Life: Coming of Age in Cyberspace - The New York Times** excerpt from. EXTRA LIFE: COMING OF AGE IN CYBERSPACE I faced turmoil at home, living between my mom and dad, separated from my sister. Another **Extra Life: Coming Of Age In Cyberspace by David Bennahum (1998)** Today's digital culture traces its roots to the 1980s, when the first computer generation came of age. These original techno-kids grew up with home-brew **Extra Life: Coming Of Age In Cyberspace: : David** From the Publisher: Today's digital culture traces its roots to the 1980s, when the first computer generation came of age. These original techno-kids grew up with In this tale set in the bedrooms, computer rooms, and

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