## Contents

**Introduction**

9

### Chapters

1. Breaking Down Experiences to Find Backdoors for Hacking  15
2. Control Attention  19
3. Experience Hacking Is Fundamentally a Form of Design  31
4. Your Cognitive Toolbox  41

5. Story, World Building, and Belief  109
7. Documentation for Planning, Archiving, and Reproducing  137
8. Making This Work in a Museum or Gallery  145

### Tools

1. Spatial Arrangement & Schematic Structures  45
2. Cognitive Simulation  51
3. Viewpoint  55
4. Embodiment  71
5. Motion  81
6. Senses  85
7. Emotion and Perception  101

**Bibliography**

151