Are We There Yet?: Virtual Travel and Victorian Realism Alison Byerly http://www.press.umich.edu/2333731/are_we_there_yet The University of Michigan Press, 2012

CONTENTS

Introduction: Travel and the Art of the Real	I
PART I. GOING NOWHERE: PANORAMIC TRAVEL	29
1. A Room with a View: The Victorian Panorama	35
2. The Passing Scene: Moving Panoramas	41
3. Wish You Were Here: Marketing the Experience	47
4. Watching the Grand Tour	55
5. Moving Pictures: The View from a Balloon	59
6. Surveying the Scene: The Panoramic Gaze	66
7. The Hypothetical Tourist	70
PART 2. TOTAL IMMERSION: NAVIGATING THE THAMES	83
1. No Place Like Home: The Thames as England	87
2. Journey to the Interior	97
3. You Are Here: The Guided Tour	104
4. Blogging the Trip: Three Men in a Boat	III
5. Back to the Future: News from Nowhere	117
6. River of Oblivion: The London Thames	122
7. Change of Pace: The Rush toward Leisure	134
PART 3. HIGH-SPEED CONNECTION: THE RAILWAY NETWORK	143
1. Frankenstein's Monster: The Cyborg Engine	152
2. Neither Here nor There: The Body in Transit	154
3. User's Manuals: The Railway Guide	167

Are We There Yet?: Virtual Travel and Victorian Realism Alison Byerly http://www.press.umich.edu/2333731/are_we_there_yet	
The University of Michigan Press, 2012 4. Chat Rooms: The Social Space of Trains	173
5. Game Over: The Railway Journey as Dream and Nightmare	181
6. The Matrix: Railway Junctions as Non-Spaces	187
 World Wide Web: Information Networks in Sherlock Holmes and Dracula 	190
8. Moving through Media	200
Conclusion	204
Notes	209
Works Cited	225
Index	245