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VIDEO GAME NARRATIVE AND CRITICISM: PLAYING THE STORY



Palgrave Pivot. Hardcover. Condition: New. 96 pages. With impunity, millions of players traverse the fictional landscapes of video games every day. Video Game Narrative and Criticism treats gameplay as the players own psychological experience where fears, desires, and anxieties are projected onto the games fictional world. By exploring the structural peculiarities of storytelling in video games, the book develops a critical paradigm that explains the meaning of gameplay as self-discovery. The player-response criticism considers the nature of game fiction by...

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- Authored by Tamer Thabet
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