



Dungeons Dreamers: A Story of How Computer Games Created a Global Community

By Brad King, John Borland

ETC Press, United States, 2014. Paperback. Book Condition: New. 2nd. 228 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Before the multibillion computer game industry, there was Dungeons Dragons, a tabletop game created by Gary Gygax and Dave Arneson in 1974. DD captured the attention of a small but influential group of players, many of whom also gravitated to the computer networks that were then appearing on college campuses around the globe. With the subsequent emergence of the personal computer, a generation of geeky storytellers arose that translated communal DD playing experiences into the virtual world of computer games. The result of that 40-year journey is today's massive global community of players who, through games, have forged very real friendships and built thriving lives in virtual worlds. Dungeons Dreamers follows the designers, developers, and players who built the virtual games and communities that define today's digital entertainment landscape and explores the nature of what it means to live and thrive in virtual communities.



READ ONLINE

[1.66 MB]

Reviews

This created ebook is wonderful. I am quite late in start reading this one, but better then never. You may like the way the author compose this pdf.
-- **Frederic Lang**

I actually started looking at this pdf. it was writtern extremely properly and valuable. I am very happy to inform you that this is basically the greatest book i have read through during my very own daily life and might be he finest pdf for actually.
-- **Jacey Krajcik DVM**