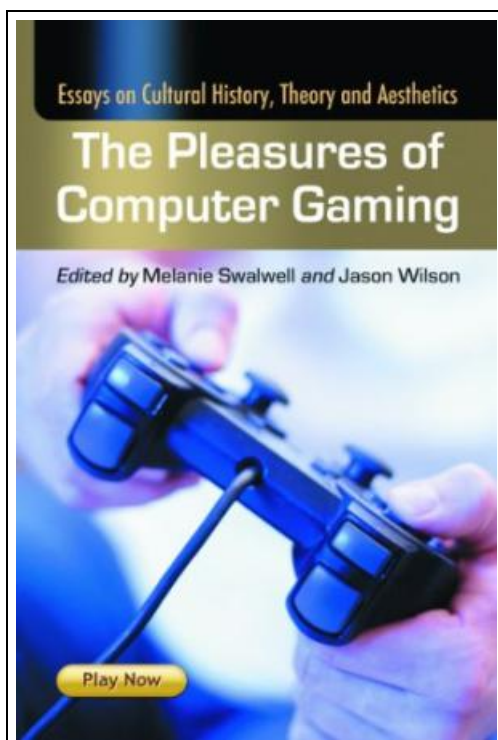


The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics (Paperback)



Filesize: 6.87 MB

Reviews

This is actually the very best book i actually have read till now. This is for all those who statte that there was not a worth studying. Its been written in an remarkably straightforward way which is merely following i finished reading this publication by which in fact altered me, modify the way i believe.

(Mr. Jeramy Leuschke IV)

THE PLEASURES OF COMPUTER GAMING: ESSAYS ON CULTURAL HISTORY, THEORY AND AESTHETICS (PAPERBACK)



McFarland Co Inc, United States, 2008. Paperback. Condition: New. Language: English . Brand New Book. This collection of essays situates the digital gaming phenomenon alongside broader debates in cultural and media studies. Contributors to this volume maintain that computer games are not simply toys, but rather circulate as commodities, new media technologies, and items of visual culture that are embedded in complex social practices. Apart from placing games within longer arcs of cultural history and broader critical debates, the contributors to this volume all adopt a pedagogical and theoretical approach to studying games and gameplay, drawing on the interdisciplinary resources of the humanities and social sciences, particularly new media studies. In eight essays, the authors develop rich and nuanced understandings of the aesthetic appeals and pleasurable engagements of digital gameplay. The topics include the role of cheats and easter eggs in influencing cheating as an aesthetic phenomenon of gameplay; the relationship between videogames, gambling, and addiction; players aesthetic and kinaesthetic interactions with computing technology; and the epistemology and phenomenology of popular strategy-based wargames and their relationship with real-world military applications. Notes and a bibliography accompany each essay, and the work includes several screenshots, images, and photographs.



[Read The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics \(Paperback\) Online](#)



[Download PDF The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics \(Paperback\)](#)

See Also



The Country of the Pointed Firs and Other Stories (Hardscrabble Books-Fiction of New England)

New Hampshire. PAPERBACK. Book Condition: New. 0874518261 12+ Year Old paperback book-Never Read-may have light shelf or handling wear-has a price sticker or price written inside front or back cover-publishers mark-Good Copy- I ship FAST...

[Read ePub »](#)



The Picture of Dorian Gray: A Moral Entertainment (New edition)

Oberon Books Ltd. Paperback. Book Condition: new. BRAND NEW, The Picture of Dorian Gray: A Moral Entertainment (New edition), Oscar Wilde, John Osborne, The Picture of Dorian Gray is a stage adaptation of Oscar Wilde's...

[Read ePub »](#)



Franklin and the Case of the New Friend

Kids Can Press, United States, 2014. Paperback. Book Condition: New. New.. 203 x 185 mm. Language: English . Brand New Book. Franklin the turtle and his good friend Beaver are playing on the merry-go-round in...

[Read ePub »](#)



Bully, the Bullied, and the Not-So Innocent Bystander: From Preschool to High School and Beyond: Breaking the Cycle of Violence and Creating More Deeply Caring Communities

HarperCollins Publishers Inc, United States, 2016. Paperback. Book Condition: New. Reprint. 203 x 135 mm. Language: English . Brand New Book. An international bestseller, Barbara Coloroso s groundbreaking and trusted guide on bullying-including cyberbullying-arms parents...

[Read ePub »](#)



History of the Town of Sutton Massachusetts from 1704 to 1876

Createspace, United States, 2015. Paperback. Book Condition: New. annotated edition. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.This version of the History of the Town of Sutton Massachusetts...

[Read ePub »](#)