

half-real

Jesper Juul

half-real

Video Games between Real Rules and Fictional Worlds

Juul

Princeton

Half Real Video Games Between Real Rules And Fictional Worlds Hardcover

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Half Real Video Games Between Real Rules And Fictional Worlds Hardcover:

Half-Real Jesper Juul, 2011-08-19 An in depth analysis of game development and rules and fiction in video games with concrete examples including The Legend of Zelda Grand Theft Auto and more A video game is half real we play by real rules while imagining a fictional world We win or lose the game in the real world but we slay a dragon for example only in the world of the game In this thought provoking study Jesper Juul examines the constantly evolving tension between rules and fiction in video games Discussing games from Pong to The Legend of Zelda from chess to Grand Theft Auto he shows how video games are both a departure from and a development of traditional non electronic games The book combines perspectives from such fields as literary and film theory computer science psychology economic game theory and game studies to outline a theory of what video games are how they work with the player how they have developed historically and why they are fun to play Locating video games in a history of games that goes back to Ancient Egypt Juul argues that there is a basic affinity between games and computers Just as the printing press and the cinema have promoted and enabled new kinds of storytelling computers work as enablers of games letting us play old games in new ways and allowing for new kinds of games that would not have been possible before computers Juul presents a classic game model which describes the traditional construction of games and points to possible future developments He examines how rules provide challenges learning and enjoyment for players and how a game cues the player into imagining its fictional world Juul s lively style and eclectic deployment of sources will make Half Real of interest to media literature and game scholars as well as to game professionals and gamers

The Routledge Companion to Science Fiction Adam Roberts, 2009-03-30 The Routledge Companion to Science Fiction is a comprehensive overview of the history and study of science fiction It outlines major writers movements and texts in the genre established critical approaches and areas for future study Fifty six entries by a team of renowned international contributors are divided into four parts which look in turn at history an integrated chronological narrative of the genre s development theory detailed accounts of major theoretical approaches including feminism Marxism psychoanalysis cultural studies postcolonialism posthumanism and utopian studies issues and challenges anticipates future directions for study in areas as diverse as science studies music design environmentalism ethics and alterity subgenres a prismatic view of the genre tracing themes and developments within specific subgenres Bringing into dialogue the many perspectives on the genre The Routledge Companion to Science Fiction is essential reading for anyone interested in the history and the future of science fiction and the way it is taught and studied

Online Games, Social Narratives Esther MacCallum-Stewart, 2014-06-13 The study of online gaming is changing It is no longer enough to analyse one type of online community in order to understand the plethora of players who take part in online worlds and the behaviours they exhibit MacCallum Stewart studies the different ways in which online games create social environments and how players choose to interpret these These games vary from the immensely popular social networking games on Facebook such as Farmville to

Massively Multiplayer Online Roleplaying Games to Free to Play online gaming and console communities such as players of Xbox Live and PS3 games Each chapter deals with a different aspect of social gaming online breaking down when games are social and what narrative devices make them so This cross disciplinary study will appeal to those interested in cyberculture the evolution of gaming technology and sociologies of media

Death, Culture & Leisure Matt Coward-Gibbs, 2020-08-20 Death Culture and Leisure Playing Dead is an inter and multi disciplinary volume that engages with the diverse nexuses that exist between death culture and leisure At its heart it is a playful exploration of the way in which we play with both death and the dead

Sports Videogames Mia Consalvo, Konstantin Mitgutsch, Abe Stein, 2013-07-18 From Pong to Madden NFL to Wii Fit Sports Videogames argues for the multiple ways that sports videogames alongside televised and physical sports impact one another and how players and viewers make sense of these multiple forms of play and information in their daily lives Through case studies ethnographic explorations interviews and surveys and by analyzing games players and the sports media industry contributors from a wide variety of disciplines demonstrate the depth and complexity of games that were once considered simply sports simulations Contributors also tackle key topics including the rise of online play and its implications for access to games as well as how regulations surrounding player likenesses present challenges to the industry Whether you re a scholar or a gamer Sports Videogames offers a grounded theory building approach to how millions make sense of videogames today

The Child in Videogames Emma Reay, 2023-10-16 Drawing across Games Studies Childhood Studies and Children s Literature Studies this book redirects critical conversations away from questions of whether videogames are good or bad for child players and towards questions of how videogames produce childhood as a set of social roles and rules in contemporary Western contexts It does so by cataloguing and critiquing representations of childhood across a corpus of over 500 contemporary videogames While child players are frequently the topic of academic debate particularly within the fields of psychology behavioural science and education research child characters in videogames are all but invisible This book s aim is to make these child characters not only visible but legible and to demonstrate that coded kids in virtual worlds can shed light on how and why the boundaries between adults and children are shifting

Videogames Studies: Concepts, Cultures, and Communication Monica Evans, 2020-04-14 This volume was first published by Inter Disciplinary Press in 2011 Videogame Studies Concepts Cultures and Communication explores the ever expanding field of game studies Included in this volume is the research and insights of experts in multiple interdisciplinary fields focused on the construction of new frameworks for understanding games as narrative artifacts technological systems cultural indicators social communities educators and works of art Games and game structures permeate every aspect of our lives and provide more than simple entertainment to the millions of players immersed and engaged in games on a daily basis The sixteen authors in this volume provide new thoughts on the rapid expansion of both the game industry and game academia and cover a wide range of topics including the rise and fall of in game communities the place of digital versus analog games in current methodology the

particular relationship between player avatar and identity the design of educational and serious games the social structures needs and desires of social game players the performance aspect of interactive media and the economic consequences of game production This collection aims to inspire further research in numerous areas of game studies and is a valuable addition to the growing discourse of a rapidly evolving field of study

End-Game Lorenzo DiTommaso,James Crossley,Alastair Lockhart,Rachel Wagner,2024-09-02 Video games are a global phenomenon international in their scope and democratic in their appeal This is the first volume dedicated to the subject of apocalyptic video games Its two dozen papers engage the subject comprehensively from game design to player experience and from the perspectives of content theme sound ludic textures and social function The volume offers scholars students and general readers a thorough overview of this unique expression of the apocalyptic imagination in popular culture and novel insights into an important facet of contemporary digital society

Videogames and Horror Dawn Stobbart,2019-10-01 Videogames are full of horrors and of horror a facet of the media that has been largely overlooked by the academic community in terms of lengthy studies in the fast growing field of videogame scholarship This book engages with the research of prominent scholars across the humanities to explore the presence role and function of horror in videogames and in doing so it demonstrates how videogames enter discussion on horror and offer a unique radical space that horror is particularly suited to fill The topics covered include the construction of stories in videogames the role of the monster and of course how death is treated as a learning tool and as a facet of horror

Gamification of Life and the Gaming Society Fabian Arlt,Hans-Jürgen Arlt,2023-11-22 This interesting book discusses why as an activity topic and metaphor play and game have become an integral part of modern life Empirically exemplary and theoretically grounded this book discusses the developments and expansions in gaming from easily accessible casual games to the galaxy spanning gaming worlds of Massively Multiplayer Online Role Playing Games MMORPGs It shows how gaming has become a focal point of the entertainment industry marked by boundless professionalization and monetization especially in the realm of sports and how games become global platforms for social networks where players from all over the world meet in digital sandboxes The combination of the virtual and the ludic creates hyperreal spaces in which people try out new forms of interaction cooperation and even brainstorming The authors ask if this behavior has become the new way of life and the new normal and if this heralds the ludic century They take readers on a journey to understand the dynamics of today s gaming society and base their observations and analyses on an original theory of play which in contrast to social normalcy revolves around the allure and threats of the unexpected This book is of interest to students and researchers of social science and communication studies especially those working on the interface of AI and society

Violent Games Gareth Schott,2016-07-28 It was over a decade ago that experimental psychologists and media effects researchers declared the debate on the effects of violent video gaming as essentially over referring to the way violence in videogames increases aggressive thoughts feelings and behaviors in players Despite the decisive tone of this

statement neither the presence nor popularity of digital games has since diminished with games continuing to attract new generations of players to experience its technological advancements in the narration of violence and its techniques of depiction Drawing on new insights achieved from research located at an intersection between humanities social and computer sciences Gareth Schott's addition to the Approaches in Digital Game Studies series interrogates the nature and meaning of the violence encountered and experienced by game players In focusing on the various ways violence is mediated by both the rule system and the semiotic layer of games the aim is to draw out the distinctiveness of games exploitation of violence or violent themes An important if not canonical text in the debates about video games and violence Violent Games constitutes an essential book for those wishing to make sense of the experience offered by games as technological aesthetic and communicational phenomena in the context of issues of media regulation and the classification of game content as violence

Creative Writing in the Digital Age Michael Dean Clark, 2015-01-29 Creative Writing in the Digital Age explores the vast array of opportunities that technology provides the Creative Writing teacher ranging from effective online workshop models to methods that blur the boundaries of genre From social media tools such as Twitter and Facebook to more advanced software like Inform 7 the book investigates the benefits and potential challenges these technologies present instructors in the classroom Written with the everyday instructor in mind the book includes practical classroom lessons that can be easily adapted to creative writing courses regardless of the instructor's technical expertise

Handbook of Digital Games Marios C. Angelides, Harry Agius, 2014-02-19 This book covers the state of the art in digital games research and development for anyone working with or studying digital games and those who are considering entering into this rapidly growing industry Many books have been published that sufficiently describe popular topics in digital games however until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume

The Johns Hopkins Guide to Digital Media Marie-Laure Ryan, Lori Emerson, Benjamin J. Robertson, 2014-04-15 The first systematic comprehensive reference covering the ideas genres and concepts behind digital media The study of what is collectively labeled New Media the cultural and artistic practices made possible by digital technology has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field with many universities now offering it as a major The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers students and the curious can quickly turn for reliable information on the key terms and concepts of the field The contributors present entries on nearly 150 ideas genres and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual artistic and social practices of our time The result is an easy to consult reference for digital media scholars or anyone wishing to become familiar with this fast developing field

Digital Games as History Adam Chapman, 2016-05-05 This book provides the first in depth exploration of video games as history Chapman puts forth five basic categories of analysis for understanding historical video games

simulation and epistemology time space narrative and affordance Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past By taking an interdisciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form **Battlefields of Negotiation** Rene Glas,2013-01-03 The massively multiplayer online role playing game World of Warcraft has become one of the most popular computer games of the past decade introducing millions around the world to community based play Within the boundaries set by its design the game encourages players to appropriate and shape the game to their own wishes resulting in highly diverse forms of play and participation This illuminating study frames World of Warcraft as a complex socio cultural phenomenon defined by and evolving as a result of the negotiations between groups of players as well as the game s owners throwing new light on complex consumer producer relationships in the increasingly participatory but still tightly controlled media of online games

Japanese Culture Through Videogames Rachael Hutchinson,2019-05-28 Examining a wide range of Japanese videogames including arcade fighting games PC based strategy games and console JRPGs this book assesses their cultural significance and shows how gameplay and context can be analyzed together to understand videogames as a dynamic mode of artistic expression Well known titles such as Final Fantasy Metal Gear Solid Street Fighter and Katamari Damacy are evaluated in detail showing how ideology and critique are conveyed through game narrative and character design as well as user interface cabinet art and peripherals This book also considers how Japan has been packaged for domestic and overseas consumers and how Japanese designers have used the medium to express ideas about home and nation nuclear energy war and historical memory social breakdown and bioethics Placing each title in its historical context Hutchinson ultimately shows that videogames are a relatively recent but significant site where cultural identity is played out in modern Japan Comparing Japanese videogames with their American counterparts as well as other media forms such as film manga and anime Japanese Culture Through Videogames will be useful to students and scholars of Japanese culture and society as well as Game Studies Media Studies and Japanese Studies more generally

Knowledge Games Karen Schrier,2016-06-15 Are games the knowledge producers of the future Imagine if new knowledge and insights came not just from research centers think tanks and universities but also from games of all things Video games have been viewed as causing social problems but what if they actually helped solve them This question drives Karen Schrier s Knowledge Games which seeks to uncover the potentials and pitfalls of using games to make discoveries solve real world problems and better understand our world For example so called knowledge games such as Foldit a protein folding puzzle game SchoolLife which crowdsources bullying interventions and Reverse the Odds in which mobile game players analyze breast cancer data are already being used by researchers to gain scientific psychological and humanistic insights Schrier argues that knowledge games are potentially powerful because of their ability to motivate a crowd of problem solvers within a dynamic system while also tapping into the innovative data

processing and computational abilities of games In the near future Schrier asserts knowledge games may be created to understand and predict voting behavior climate concerns historical perspectives online harassment susceptibility to depression or optimal advertising strategies among other things In addition to investigating the intersection of games problem solving and crowdsourcing Schrier examines what happens when knowledge emerges from games and game players rather than scientists professionals and researchers This accessible book also critiques the limits and implications of games and considers how they may redefine what it means to produce knowledge to play to educate and to be a citizen

The Electronic Church in the Digital Age Mark Ward Sr., 2015-11-10 This two volume set investigates the evangelical presence in America as experienced through digital media examining current evangelical ideologies regarding education politics family and government Evangelical broadcasting has greatly expanded its footprint in the digital age This informative text acquaints readers with how the electronic church of today spreads its message through Internet podcasts social networking religious radio programs and televised sermons how mass media forms the institution's modern identity and what the future of the industry holds as mobile church apps Christian based video games and online worship become the norm The work split into two volumes reveals the ways that the Christian broadcast community affects evangelical traditions and influences American society in general Volume 1 explores how electronic media shapes today's Christian subculture while the second volume describes how the electronic church impacts the wider American culture analyzing what key figures in evangelical mass media are saying about today's religious political economic and social issues The set concludes by addressing criticism about religious media and the prospects of American public discourse to accommodate both secular and religious voices

Ecomedia Stephen Rust, Salma Monani, Sean Cubitt, 2015-09-07 Ecomedia Key Issues is a comprehensive textbook introducing the burgeoning field of ecomedia studies to provide an overview of the interface between environmental issues and the media globally Linking the world of media production distribution and consumption to environmental understandings the book addresses ecological meanings encoded in media texts the environmental impacts of media production and the relationships between media and cultural perceptions of the environment Each chapter introduces a distinct type of media addressing it in a theoretical overview before engaging with specific case studies In this way the book provides an accessible introduction to each form of media as well as a sophisticated analysis of relevant cases The book includes contributions from a combination of new voices and well established media scholars from across the globe who examine the basic concepts and key issues of ecomedia studies The concepts of frames flow and convergence structure a dynamic collection divided into three parts The first part addresses traditional visual texts such as comics photography and film The second part of the book addresses traditional broadcast media such as radio and television and the third part looks at new media such as advertising video games the internet and digital renderings of scientific data In its breadth and scope Ecomedia Key Issues presents a unique survey of rich scholarship at the confluence of Media Studies and Environmental

Studies The book is written in an engaging and accessible style with each chapter including case studies discussion questions and suggestions for further reading

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