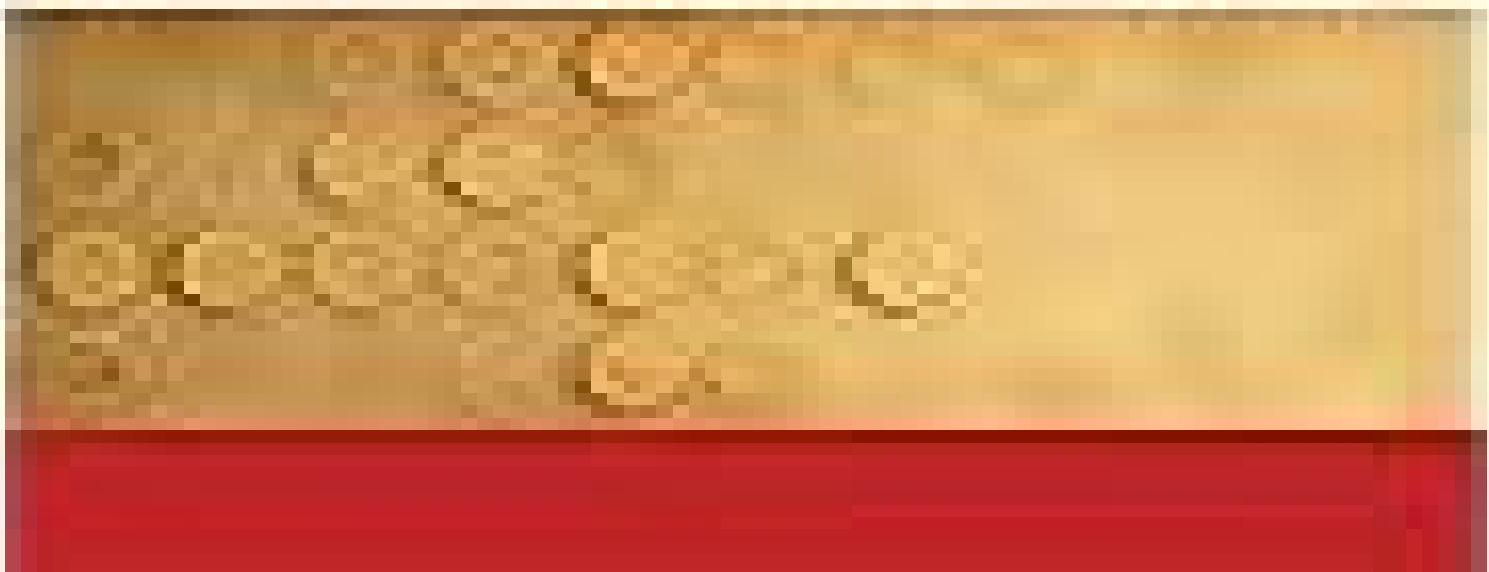




half-real



Half Real Video Games Between Real Rules And Fictional Worlds

Timothy Barker, Maria Korolkova



Half Real Video Games Between Real Rules And Fictional Worlds:

Half-real Jesper Juul, 2005 Video games as both a departure from and a development of traditional games an analysis of the interaction between rules and fiction in video games **Half-real** Jesper Juul, IT University of Copenhagen. Digital aesthetics and communication, 2003 *Video Games and American Culture* Aaron A. Toscano, 2019-12-12 Digital media are immersive technologies reflecting behaviors attitudes and values The engrossing entertaining virtual worlds video games provide are important sites for 21st century research This book moves beyond assertions that video games cause violence by analyzing the culture that produces such material While some popular media reinforce the idea that video games lead to violence this book uses a cultural studies lens to reveal a more complex situation Video games do not lead to violence sexism and chauvinism Rather Toscano argues a violent sexist chauvinistic culture reproduces texts that reflect these values Although video games have a worldwide audience this book focuses on American culture and how this multi billion dollar industry entertains us in our leisure time and sometimes at work bringing us into virtual environments where we have fun learning fighting discovering and acquiring bragging rights When politicians and moral crusaders push agendas that claim video games cause a range of social ills from obesity to mass shooting these perspectives fail to recognize that video games reproduce hegemonic American values This book in contrast focuses on what these highly entertaining cultural products tell us about who we are **The Play Versus Story Divide in Game Studies** Matthew Wilhelm Kapell, 2015-11-16 Since the emergence of digital game studies a number of debates have engaged scholars The debate between ludic play and narrative story paradigms remains the one that famously never happened This collection of new essays critically frames that debate and urges game scholars to consider it central to the field The essayists examine various digital games assessing the applicability of play versus narrative approaches or considering the failure of each The essays reflect the broader history while applying notions of play and story to recent games in an attempt to propel serious analysis **Engaging with Videogames: Play, Theory and Practice** Dawn Stobart, Monica Evans, 2019-01-04 This volume was first published by Inter Disciplinary Press in 2014 Engaging with Videogames focuses on the multiplicity of lenses through which the digital game can be understood particularly as a cultural artefact economic product educational tool and narrative experience Game studies remains a highly interdisciplinary field and as such tends to bring together scholars and researchers from a wide variety of fields and analytical practices As such this volume includes explorations of videogames from the fields of literature visual art history classics film studies new media studies phenomenology education philosophy psychology and the social sciences as well as game studies design and development The chapters are organised thematically into four sections focusing on educational game practices videogame cultures videogame theory and the practice of critical analysis Within these chapters are explorations of sexual identity and health videogame history slapstick player mythology and belief systems gender and racial ideologies games as a body without organs and controversial games from Mass Effect 3 to Raid over

Moscow This volume aims to inspire further research in this rapidly evolving and expanding field **Thought-Provoking Play: Political Philosophies in Science Fictional Videogame Spaces from Japan** Martin Roth, 2018-01-05 This book considers videogames as spaces of political philosophy Emerging from a negotiation between designers player and computer they prompt us to rethink life in common and imagine alternatives to the status quo Several case studies on science fictional videogames from Japan serve to demonstrate this potential for thought provoking play *Time in Variance* Arkadiusz Misztal, Paul A. Harris, Jo Alyson Parker, 2021-09-20 This interdisciplinary volume of essays explores how the notion of time varies across disciplines by examining variance as a defining feature of temporalities in cultural creative and scholarly contexts Featuring a President's Address by philosopher David Wood it begins with critical reassessments of J T Fraser's hierarchical theory of time through the lens of Anthropocene studies philosophy ecological theory and ecological literature proceeds to variant narratives in fiction video games film and graphic novels and concludes by measuring time's variance with tools as different as incense clocks and computers and by marking variance in music film and performance art **The World Is Born From Zero** Cameron Kunzelman, 2022-07-18 The World is Born From Zero is an investigation into the relationship between video games and science fiction through the philosophy of speculation Cameron Kunzelman argues that the video game medium is centered on the evaluation and production of possible futures by following video game studies media philosophy and science fiction studies to their furthest reaches Claiming that the best way to understand games is through rigorous formal analysis of their aesthetic strategies and the cultural context those strategies emerge from Kunzelman investigates a diverse array of games like The Last of Us VA 11 Hall A and Civilization VI in order to explore what science fiction video games can tell us about their genres their ways of speculating and how the medium of the video game does or does not direct us down experiential pathways that are both oppressive and liberatory Taking a multidisciplinary look at these games The World is Born From Zero offers a unique theorization of science fiction games that provides both science fiction studies and video game studies with new tools for thinking how this medium and mode inform each other **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 Understanding Media Psychology Gayle S. Stever, David C. Giles, J. David Cohen, Mary E. Myers, 2021-09-28

Understanding Media Psychology is the perfect introductory textbook to the growing field of media psychology and its importance in society summarizing key concepts and theories to provide an overview of topics in the field Media is present in almost every area of life today and is an area of study that will only increase in importance as the world becomes ever more interconnected Written by a team of expert authors this book will help readers to understand the structures influences and theories around media psychology Covering core areas such as positive media psychology the effects of gaming violence advertising and pornography the authors critically engage with contemporary discussions around propaganda fake news deepfakes and the ways media have informed the COVID 19 pandemic Particular care is also given to addressing the interaction between issues of social justice and the media as well as the effects media has on both the members of marginalized groups and the way those groups are perceived A final chapter addresses the nature of the field moving forward and how it will continue to interact with closely related areas of study Containing a range of pedagogical features throughout to aid teaching and student learning including vocabulary and key terms discussion questions and boxed examples this is an essential resource for media psychology courses at the undergraduate and introductory master s level globally

Comparing the Literatures David Damrosch,2022-02-08 Paperback reprint Originally published 2020 **The New Digital Storytelling** Bryan Alexander,2017-07-20 Newly revised and updated this is the essential guide to state of the art digital storytelling for audiences creators and teachers Written for everyone interested in the communication potential of digital media including educators marketers communication professionals and community activists this is the ultimate guide to harnessing technology for storytelling No other book covers the digital storytelling movement as thoroughly as this updated second edition of a popular work nor does any incorporate as many technologies from video to augmented reality mobile devices to virtual reality The book combines history analysis and practical guidance about digital storytelling It begins with a history that encompasses an exploration of storytelling itself as well as a description of narratives using digital tools from the 1980s through 2000 From there the author dives into modern digital storytelling offering analysis and guidance regarding the use of digital video podcasting social media gaming mobile devices and virtual and augmented reality The work concludes with practical advice about how to create and share digital stories using the most current tools so even the new would be storyteller can create their first digital narrative Of course the second edition is updated to take into account the many ways the field has advanced since the original book appeared With many new examples of digital stories this edition s evidence base is current and fresh New or transformed technologies are also addressed including virtual reality mobile devices that have become mainstream tools for creating sharing and experiencing digital stories and the wide variety of new storytelling apps and services

Metareference in Videogames Theresa Krampe,2025-09-10 Taking an original in depth approach this book investigates the forms and functions of metareference in videogames Drawing on a rich body of research in game studies transmedial narratology and neighbouring disciplines the author combines detailed close reading style

analyses of the indie games What Remains of Edith Finch The Magic Circle and OneShot with a breadth of examples and systematic analyses that span multiple genres as well as several decades of videogaming In doing so the book maps different metareferential elements that can be found in videogames and proposes an original model for their analysis while showcasing the complex interrelations among different metareferential elements in contemporary videogames This book will appeal to videogame researchers and transmedial narratologists as well as to those interested in metaization in media and popular culture across disciplines

Unlimited Replays William Gibbons,2018-04-02 Classical music is everywhere in video games Works by composers like Bach and Mozart fill the soundtracks of games ranging from arcade classics to indie titles to major franchises like BioShock Civilization and Fallout Children can learn about classical works and their histories from interactive iPad games World renowned classical orchestras frequently perform concerts of game music to sold out audiences But what do such combinations of art and entertainment reveal about the cultural value we place on these media Can classical music ever be video game music and can game music ever be classical Delving into the shifting and often contradictory cultural definitions that emerge when classical music meets video games Unlimited Replays offers a new perspective on the possibilities and challenges of trying to distinguish between art and pop culture in contemporary society

Perceiving Play Torill Elvira Mortensen,2009 Computer games are increasingly prevalent and cause both curiosity and concern in the general public so understanding these games and play is important Game researchers need to work quickly to document report and analyse the effect on our modern society as an increasing amount of people make new and drastically different choices in how they spend their time Perceiving Play The Art and Study of Computer Games looks at the directions and findings of this research and examines how game research integrates the studies of social science ethnography textual analysis and criticism economy law and technology Book Jacket

Encyclopedia of Video Games Mark J. P. Wolf,2021-05-24 Now in its second edition the Encyclopedia of Video Games The Culture Technology and Art of Gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry This three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them Written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world This is the second edition of Encyclopedia of Video Games The Culture Technology and Art of Gaming originally published in 2012 All of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field This set is a vital resource for scholars and video game aficionados alike

The Themed Space Scott A. Lukas,2007-10-07 The Themed Space Locating Culture Nation and Self is the first edited collection focused on the significance of the theme space The first section of the text discusses the

ways in which theming acts as a form of authenticity Included are articles on the theme park Dollywood the historic Coney Island the uses of theming in Flagstaff Arizona and the Las Vegas Strip Section two considers theming as a reflection of nation and its authors focus on Chinese theme parks and shopping malls the Lost City theme park in South Africa and the Ain Diab resort district in Casablanca The third section of the book illustrates how theming often targets the person whether famous or everyday The authors look at spaces ranging from the Liverpool John Lennon Airport love hotels in Japan and the Houston Texas theme park AstroWorld The final section emphasizes theming as a projection of the mind and psychology The authors focus on behind the scenes tourism at Universal Studios and the Ford Rouge Factory Tour the use of theming in unexpected spaces like Florida themed clinics theming in virtual reality spaces of video games and the social controversies related to theming in various parts of the world The book includes a comprehensive bibliography on theming and a list of key terms The Themed Space is of great interest to students of all levels and scholars of anthropology urban studies and sociology

The Routledge Companion to Video Game Studies Mark J.P. Wolf, Bernard Perron, 2014-01-03 The number of publications dealing with video game studies has exploded over the course of the last decade but the field has produced few comprehensive reference works The Routledge Companion to Video Game Studies compiled by well known video game scholars Mark J P Wolf and Bernard Perron aims to address the ongoing theoretical and methodological development of game studies providing students scholars and game designers with a definitive look at contemporary video game studies Features include comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as art form and cultural phenomenon explorations of the technical and creative dimensions of video games accounts of the political social and cultural dynamics of video games Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading Together they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student scholar and designer alike

Miscommunications Timothy Barker, Maria Korolkova, 2021-01-14 What happens when communication breaks down Is it the condition for mistakes and errors that is characteristic of digital culture And if mistakes and errors have a certain power what stands behind it To address these questions this collection assembles a range of cutting edge philosophical socio political art historical and media theoretical inquiries that address contemporary culture as a terrain of miscommunication If the period since the industrial revolution can be thought of as marked by the realisation of the possibilities for global communication in terms of the telephone telegraph television and finally the internet Miscommunications shows that to think about the contemporary historical moment a new history and theory of these devices needs to be written one which illustrates the emergence of the current cultures of miscommunication and the powers of the false The essays in the book chart the new conditions for discourse in the 21st century and collectively show how studies of communication can be refigured when we focus on the capacity for errors accidents mistakes

malfunctions and both intentional and non intentional miscommunications

Understanding Video Games Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca, 2015-12-07 Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies and highlights changes in the gaming industry advances in video game scholarship and recent trends in game design and development including mobile casual educational and indie gaming In the third edition of this textbook students will Learn the major theories and schools of thought used to study games including ludology and narratology Understand the commercial and organizational aspects of the game industry Trace the history of games from the board games of ancient Egypt to the rise of mobile gaming Explore the aesthetics of game design including rules graphics audio and time Analyze the narrative strategies and genre approaches used in video games Consider the debate surrounding the effects of violent video games and the impact of serious games Featuring discussion questions recommended games a glossary of key terms and an interactive online video game history timeline Understanding Video Games provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society

Fuel your quest for knowledge with Authored by is thought-provoking masterpiece, Explore **Half Real Video Games Between Real Rules And Fictional Worlds** . This educational ebook, conveniently sized in PDF (Download in PDF: *), is a gateway to personal growth and intellectual stimulation. Immerse yourself in the enriching content curated to cater to every eager mind. Download now and embark on a learning journey that promises to expand your horizons. .

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