Download Kindle

PERSUASIVE GAMES: THE EXPRESSIVE POWER OF VIDEOGAMES (PAPERBACK)



MIT Press Ltd, United States, 2010. Paperback. Condition: New. Language: English. Brand New Book. An exploration of the way videogames mount arguments and make expressive statements about the world that analyzes their unique persuasive power in terms of their computational properties. Videogames are an expressive medium, and a persuasive medium; they represent how real and imagined systems work, and they invite players to interact with those systems and form judgments about them. In this innovative analysis, Ian Bogost examines the...

Download PDF Persuasive Games: The Expressive Power of Videogames (Paperback)

- Authored by Prof. Ian Bogost
- Released at 2010



Filesize: 8.32 MB

Reviews

A whole new e-book with a brand new viewpoint. It is amongst the most incredible book i actually have read. Your lifestyle period will likely be convert as soon as you complete looking over this book.

-- Alexys Wyman

This book will not be effortless to start on reading through but very exciting to learn. It is amongst the most remarkable book i have got go through. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Dr. Easton Collier DVM

An exceptional publication and the typeface used was exciting to read through. It is probably the most awesome ebook i actually have study. I am delighted to inform you that this is the greatest publication i actually have go through inside my individual existence and could be he finest book for actually.

-- Deondre Lang