Handbook of Computer Game Studies (Paperback)



Filesize: 4.09 MB

Reviews

This published publication is fantastic. it had been writtern very perfectly and useful. Once you begin to read the book, it is extremely difficult to leave it before concluding.

(Junius Herman)

HANDBOOK OF COMPUTER GAME STUDIES (PAPERBACK)



MIT Press Ltd, United States, 2011. Paperback. Condition: New. Language: English. This book usually ship within 10-15 business days and we will endeavor to dispatch orders quicker than this where possible. Brand New Book. A broad treatment of computer and video games from a wide range of perspectives, including cognitive science and artificial intelligence, psychology, history, film and theater, cultural studies, and philosophy. New media students, teachers, and professionals have long needed a comprehensive scholarly treatment of digital games that deals with the history, design, reception, and aesthetics of games along with their social and cultural context. The Handbook of Computer Game Studies fills this need with a definitive look at the subject from a broad range of perspectives. Contributors come from cognitive science and artificial intelligence, developmental, social, and clinical psychology, history, film, theater, and literary studies, cultural studies, and philosophy as well as game design and development. The text includes both scholarly articles and journalism from such well-known voices as Douglas Rushkoff, Sherry Turkle, Henry Jenkins, Katie Salen, Eric Zimmerman, and others.Part I considers the prehistory of computer games (including slot machines and pinball machines), the development of computer games themselves, and the future of mobile gaming. The chapters in part II describe game development from the designer's point of view, including the design of play elements, an analysis of screenwriting, and game-based learning. Part III reviews empirical research on the psychological effects of computer games, and includes a discussion of the use of computer games in clinical and educational settings. Part IV considers the aesthetics of games in comparison to film and literature, and part V discusses the effect of computer games on cultural identity, including gender and ethnicity. Finally, part VI looks at the relation of computer games to social behavior, considering, among other matters,...



Read Handbook of Computer Game Studies (Paperback) Online



Download PDF Handbook of Computer Game Studies (Paperback)

Other Books



I Am Reading: Nurturing Young Children's Meaning Making and Joyful Engagement with Any Book

Heinemann Educational Books, United States, 2015. Paperback. Book Condition: New. 234 x 185 mm. Language: English. Brand New Book. It s vital that we support young children's reading in ways that nurture healthy...

Read Book

»



Storytown: Challenge Trade Book Story 2008 Grade 4 John Henry

HARCOURT SCHOOL PUBLISHERS. PAPERBACK. Book Condition: New. 0153651466 Never Read-may have light shelf wear-publishers mark-Good Copy- I ship FAST!.

Read Book

»



Storytown: Challenge Trade Book Story 2008 Grade 4 Aneesa Lee&

HARCOURT SCHOOL PUBLISHERS. PAPERBACK. Book Condition: New. 0153651431 Never Read-may have light shelf wear- Good Copy-I ship FAST!.

Read Book

»



Access2003 Chinese version of the basic tutorial (secondary vocational schools teaching computer series)

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 192 Publisher: People's Post Pub. Date: 2011-10-01 version 1. Access 2003 Tutorial...

Read Book

..



Electronic Dreams: How 1980s Britain Learned to Love the Computer

Audible Studios on Brilliance, United States, 2016. CD-Audio. Book Condition: New. Unabridged. 170 x 135 mm. Language: English . Brand New. Remember the ZX Spectrum? Ever have a go at programming with its stretchy rubber...

Read Book

»