

Cfp Postcolonial Perspectives In Game Studies

An Introduction to Game Studies Game Studies The Play Versus Story Divide in Game Studies The Routledge Companion to Video Game Studies Game Studies Game Studies New Perspectives in Game Studies Games | Game Design | Game Studies Games | Game Design | Game Studies An Introduction to Game Studies Games | Game Design | Game Studies Role-Playing Game Studies Games | Game Design | Game Studies Material Game Studies Themenheft zum Schwerpunkt game studies Game Studies Historiographies of Game Studies Game Research Report The Players' Realm Game Research Methods: An Overview Frans Mäyrä Benjamin Beil Matthew Wilhelm Kapell Mark J.P. Wolf Benjamin Beil Klaus Sachs-Hombach Tomáš Bártek Gundolf S. Freyermuth Gundolf S. Freyermuth Frans Mäyrä Gundolf S. Freyermuth Sebastian Deterding Gundolf S. Freyermuth Chloe Germaine Karl Prümm Jan-Noël Thon Alisha Karabinus J. Patrick Williams Patri Lankoski

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an introduction to game studies is the first introductory textbook for students of game studies it provides a conceptual overview of the cultural social and economic significance of computer and video games and traces the history of game culture and the emergence of game studies as a field of research key concepts and theories are illustrated with discussion of games taken from different historical phases of game culture progressing from the simple yet engaging gameplay of pong and text based adventure games to the complex virtual worlds of contemporary online games the book guides students towards analytical appreciation and critical engagement with gaming and game studies students will learn to understand and analyse different aspects of phenomena we recognise as game and play identify the key developments in digital game design through discussion of action in games of the 1970s fiction and adventure in games of the 1980s three dimensionality in games of the 1990s and social aspects of gameplay in contemporary online games understand games as dynamic systems of meaning making interpret the context of

games as culture and subculture analyse the relationship between technology and interactivity and between game and reality situate games within the context of digital culture and the information society with further reading suggestions images exercises online resources and a whole chapter devoted to preparing students to do their own game studies project an introduction to game studies is the complete toolkit for all students pursuing the study of games the companion website at sagepub.co.uk/mayra contains slides and assignments that are suitable for self study as well as for classroom use students will also benefit from online resources at gamestudiesbook.net which will be regularly blogged and updated by the author professor frans mäyrä is a professor of games studies and digital culture at the hypermedia laboratory in the university of tampere finland

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

a definitive guide to contemporary video game studies this second edition has been fully revised and updated to address the ongoing theoretical and methodological development of game studies expertly compiled by well known video game scholars mark j p wolf and bernard perron the companion includes comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as an art form and cultural phenomenon explorations of the technical and creative dimensions of video games and accounts of the political social and cultural dynamics of video games brand new to this second edition are chapters examining topics such as preservation augmented mixed and virtual reality esports disability diversity and identity as well as a new section that specifically examines the industrial aspects of video games including digital distribution game labor triple a games indie games and globalization 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 a comprehensive overview of the present state of video game studies that will undoubtedly prove invaluable to students scholars and game designers alike

das lehrbuch bietet einen zugänglichen und umfassenden Überblick über die grundlegenden ansätze der interdisziplinär ausgerichteten game studies durch die übersichtliche einteilung in die themenbereiche spiele schnittstellen und spieler empfiehlt es sich sowohl als grundlage für kultur medien und filmwissenschaftliche seminare wie auch als kompakte einföhrung für quereinsteiger die wichtigsten felder ansätze und methoden dieser neuen vielschichtigen und hochgradig dynamischen disziplin werden anhand zentraler begriffe vorgestellt und anschaulich an ausgewählten beispielen entwickelt einen besonderen aus kultur medien und filmwissenschaftlicher perspektive relevanten schwerpunkt bilden die bisher wenig

beachteten ästhetischen zugänge zur audiovisuellen gestaltung der videospiele

das spielen am computer ist aus der konvergenten medienkultur der gegenwart nicht mehr wegzudenken computerspiele werden von menschen beinahe jeden alters und jeder gesellschaftlichen stellung gespielt entsprechend erfreut sich die computerspielindustrie schon des längeren an umsätzen die mit denen der filmindustrie durchaus vergleichbar sind und der deutsche kulturrat möchte computerspiele inzwischen gar als kunst verstanden wissen vor diesem hintergrund überrascht es einerseits kaum dass in den letzten jahren auch das akademische interesse an computerspielen stark gestiegen ist und dass das immer noch recht junge medium heute aus ganz unterschiedlichen methodologischen und epistemologischen perspektiven in den blick genommen wird andererseits ist es unter der vielzahl der trans multi und interdisziplinär geprägten zugänge zum computerspiel bereits zu ersten konsolidierungsbewegungen gekommen sodass sich inzwischen von einer reihe auch disziplinär kanonisierter ansätze der game studies sprechen lässt die im vorliegenden band versammelten beiträge bieten eine umfassende bestandsaufnahme und kritische würdigung aktueller ansätze der medienwissenschaftlichen und interdisziplinären computerspielforschung

sborník shrnuje příspěvky z první výroční konference central and eastern european game studies konané v brně ve dnech 10 11 října 2014 příspěvky zaměřené na výzkum digitálních her zahrnují témata od historie k teorii od empirických studií k aplikovanému výzkumu značná část příspěvků se váže k regionu střední a východní evropy

wie stiegen games zur zentralen audiovisuellen ausdrucks und erzählform der digitalen kultur auf wie entstanden die verfahren ihrer künstlerischen produktion und wie formierte sich die wissenschaftliche analyse der sozialen wirkung und kulturellen bedeutung des neuen mediums diese grundlegenden fragen und aspekte digitaler spielkultur nimmt die einföhrung erstmals ganzheitlich in den blick gundolf s freyermuth skizziert die mediengeschichtlichen entwicklungsphasen analoger und digitaler spiele die geschichte und künstlerischen praktiken des game designs sowie die geschichte wissenschaftlichen ansätze und wichtigsten forschungsfragen der game studies

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how did games rise to become the central audiovisual form of expression and storytelling in digital culture how did the practices of their artistic production come into being how did the academic analysis of the new medium s social effects and cultural meaning develop addressing these fundamental questions and aspects of digital game culture in a holistic way for the first time gundolf s freyermuth s introduction outlines the media historical development phases of analog and digital games the history and artistic practices of game design as well as the history academic approaches and most important research topics of game studies

this handbook collects for the first time the state of research on role playing games rpgs across disciplines cultures and media in a single accessible volume collaboratively authored by more than 50 key scholars it traces the history of rpgs from wargaming precursors to tabletop rpgs like dungeons dragons to the rise of live action role play and contemporary computer rpg and massively multiplayer online rpg franchises like fallout and world of warcraft individual chapters survey the perspectives concepts and findings on rpgs from key disciplines like performance studies sociology psychology education economics game design literary studies and more other chapters integrate insights from rpg studies around broadly significant topics like transmedia worldbuilding immersion transgressive play or player character relations each chapter includes definitions of key terms and recommended readings to help fans students and scholars new to rpg studies find their way into this new interdisciplinary field

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this is the first volume to apply insights from the material turn in philosophy to the study of play and games at a time of renewed interest in analogue gaming as scholars are looking beyond the digital and virtual for the first time since the inception of game studies in the 1990s material game studies not only supports the importance of the re turn to the analogue but proposes a materiality of play more broadly recognizing the entanglement of physical materiality with cultural meaning the authors in this volume apply a range of theoretical approaches from material eco criticism to animal studies to examine games and play as existing within worlds of matter different chapters focus on the material properties of board card and role playing games how they are designed and made how they are touched and played with and how they connect with other human and nonhuman things bringing together international scholars material game studies defines a new field of material game studies and demonstrates how it is a valuable addition to wider debates about the material turn and the place of embodied humans in a material world

historiographies of game studies offers a first of its kind reflection on how game studies as an academic field has been shaped and sustained today game studies is a thriving field with many dedicated national and international conferences journals professional societies and a strong presence at conferences in disciplines like computer science communication media studies theater visual arts popular culture and others but when did game studies start and what and who is at the core or center of game studies fields are defined as much by what they are not as by what they are and their borderlands can be hotly contested spaces in this anthology scholars from across the field consider how the boundaries of game studies have been established codified contested and protected raising critical questions about who and what gets left out of the field over more than two dozen chapters and interviews with leading figures including espen aarseth kishonna gray henry jenkins lisa nakamura kentaro matsumoto ken mcallister and janet murray the contributors offer a dazzling array of insightful provocations that address the formation propagation and cultivation of game studies interrogating not only the field's pasts but its potential futures and asking us to think deliberately about how academic fields are collectively built

digital games have become an increasingly pervasive aspect of everyday life as well as an embattled cultural phenomenon in the twenty first century as new media technologies diffuse around the world and as the depth and complexity of gaming networks increase scholars are becoming increasingly savvy in their approach to digital games while aesthetic and psychological approaches to the study of digital games have garnered the most attention in the past scholars have only recently begun to study the important social and cultural aspects of digital games this study sketches

some of the various trajectories of digital games in modern western societies looking first at the growth and persistence of the moral panic that continues to accompany massive public interest in digital games the book then continues with what it deems a new phase of games research exemplified by systematic examination of specific aspects of digital games and gaming section one includes four chapters that collectively consider politics and the negotiation of power in game worlds section two details the ideological webs within which games are produced and consumed specifically this important section offers a critical cultural analysis of the hegemony that exists within games and its influence upon players personal ideologies to conclude this analysis section three examines game design features that relate to players self characterization and social development within digital game worlds section four explores the important relationship between the producers and consumers of digital games especially inasmuch as this relationship is giving rise to a community of novices and professionals who will together determine the future of gaming and to a degree popular culture

games are increasingly becoming the focus for research due to their cultural and economic impact on modern society however there are many different types of approaches and methods than can be applied to understanding games or those that play games this book provides an introduction to various game research methods that are useful to students in all levels of higher education covering both quantitative qualitative and mixed methods in addition approaches using game development for research is described each method is described in its own chapter by a researcher with practical experience of applying the method to topic of games through this the book provides an overview of research methods that enable us to better our understanding on games provided by publisher

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