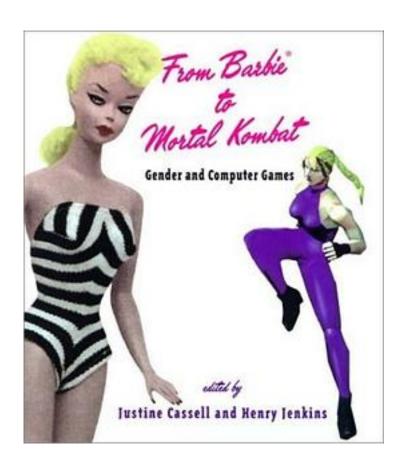
## From Barbie to Mortal Kombat



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著者:Cassell, Justine/ Cassell, Justine (EDT)/ Jenkins, Henry (EDT)

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"[A]n imaginative, original, and complex volume that crystallizes feminist dilemmas regarding the origin and persistence of gender roles. . . . Ultimately this book--pluralistic, experiential, and collaborative--inspires us to search for games that give voice to participants' exploratory and even competitive desires while enabling them to build identities based on the emotional nuances of real life." -- Sandra Hackman, Women's Review of Books The game console may help to prepare children for

participation in the digital world, but at the same time it socializes boys into misogyny and excludes girls from all but the most objectified positions. The contributors to From Barbie® to Mortal Kombat explore how assumptions about gender, games, and technology shape the design, development, and marketing of games as industry seeks to build the girl market. They describe and analyze the games currently on the market and propose tactical approaches for avoiding the stereotypes that dominate most toy store aisles. The lively mix of perspectives and voices includes those of media and technology scholars, educators, psychologists, developers of today's leading games, industry insiders, and girl gamers.

作者介绍:
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