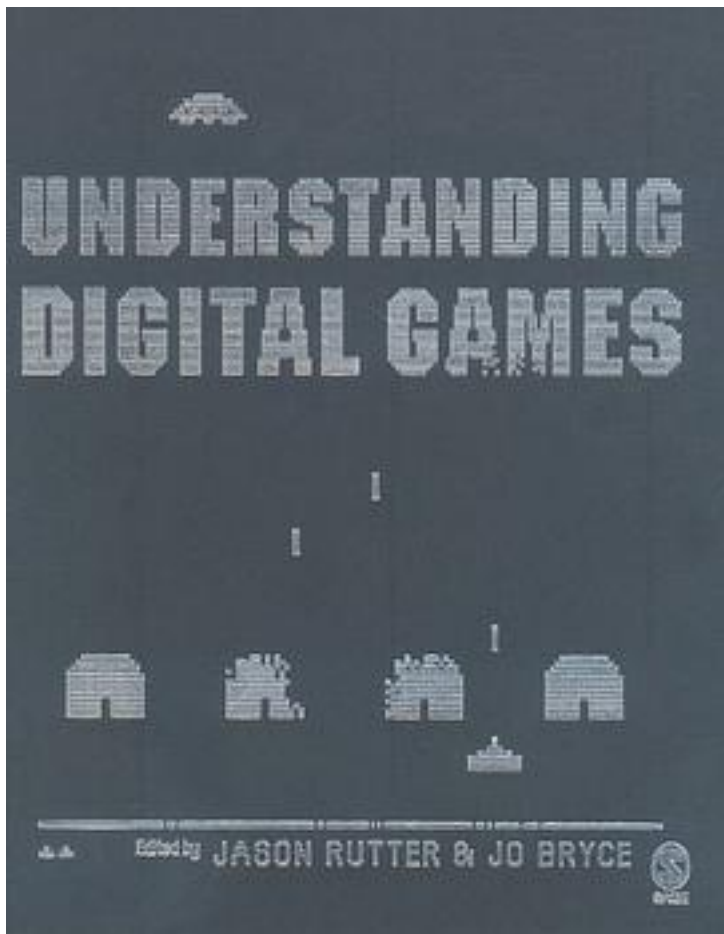


Understanding Digital Games



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There are an increasing number of courses on digital games and gaming, following the rise in the popularity of games themselves. Amongst these practical courses, there are now theoretical courses appearing on gaming on media, film and cultural studies

degree programmes. The aim of this book is to satisfy the need for a single accessible textbook which offers a broad introductions to the range of literatures and approaches currently contributing to digital game research. Each of the chapters will outline key theoretical perspectives, theorists and literatures to demonstrate their relevance to, and use in, the study of digital games.

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