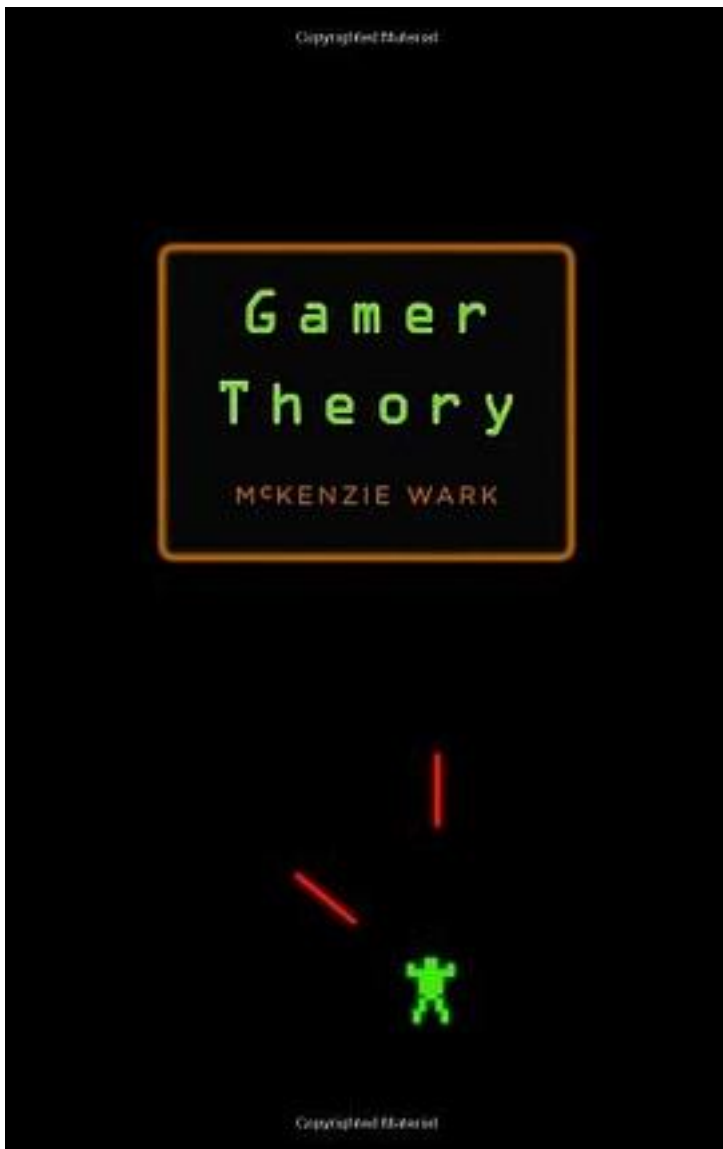# Gamer Theory

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著者:McKenzie Wark

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Ever get the feeling that life's a game with changing rules and no clear sides, one you are compelled to play yet cannot win? Welcome to gamespace. Gamespace is where and how we live today. It is everywhere and nowhere: the main chance, the best shot, the big leagues, the only game in town. In a world thus configured, McKenzie Wark contends, digital computer games are the emergent cultural form of the times. Where others argue obsessively over violence in games, Wark approaches them as a utopian version of the world in which we actually live. Playing against the machine on a game console, we enjoy the only truly level playing field - where we get ahead on our strengths or not at all. "Gamer Theory" uncovers the significance of games in the gap between the near-perfection of actual games and the highly imperfect gamespace of everyday life in the rat race of free-market society. The book depicts a world becoming an inescapable series of less and less perfect games. This world gives rise to a new persona. In place of the subject or citizen stands the gamer. As all previous such personae had their breviaries and manuals, "Gamer Theory" seeks to offer guidance for thinking within this new character. Neither a strategy guide nor a cheat sheet for improving one's score or skills, the book is instead a primer in thinking about a world made over as a gamespace, recast as an imperfect copy of the game.

作者介绍:

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标签

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McKenzie_Wark

评论

对我来说最有意思的就是atopia这个概念。但写得真是随意混乱，唠唠叨叨一大圈成了文字游戏，到末了也没把utopia, heterotopia, atopia三个东西理清，atopia完全沦为了算法世界的另一个能指，那么这个提法还有啥意义？作者信誓旦旦雄心满满要建立一个游戏者理论，最后成了游戏符码的狂欢

最爱

幾種游戲，幾種化境。atopia,utopia各種境地，游戲帶我們穿越資本主義幻象。

嘿嘿 兴奋得搓搓手

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书评

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