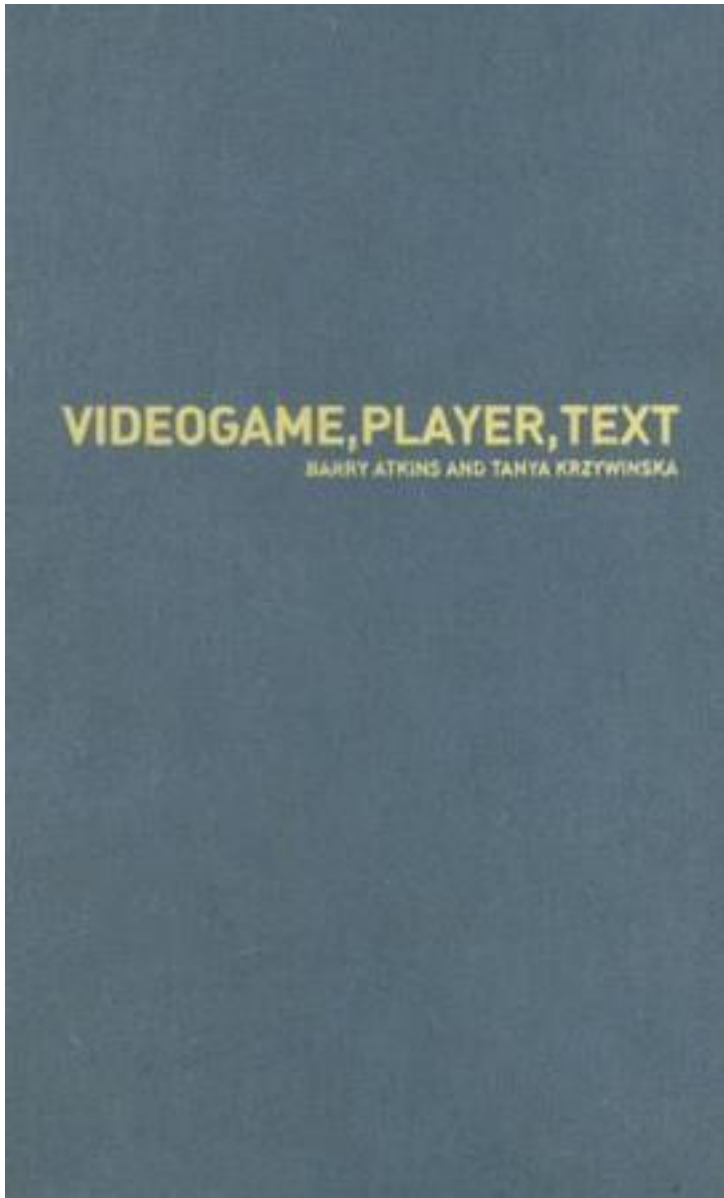


Videogame, Player, Text



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Videogame, player, text examines the playing and playful subject through a series of analytical essays focused on particular videogames and playing experiences. With essays from a range of internationally renowned game scholars, the major aim of this collection is to show how it is that videogames communicate their meanings and provide their pleasures. Each essay focuses on specific examples of gameplay dynamics to tease out the specificities of videogames as a new form of interaction between text and digital technology for the purposes of entertainment. That modes of engagement with the videogame text are many and varied, and construct the playing subject in different ways, provides the central theme of Videogame,player, text. Online play, clan membership, competitive or co-operative play, player modification of game texts, and the solo play of a single player are each addressed through individual analyses of the gameplay experiences produced by, for example, The Sims, Grand Theft Auto, Prince of Persia, Doom, Quake, World of Warcraft, StreetFighter and Civilisation.

作者介绍:

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