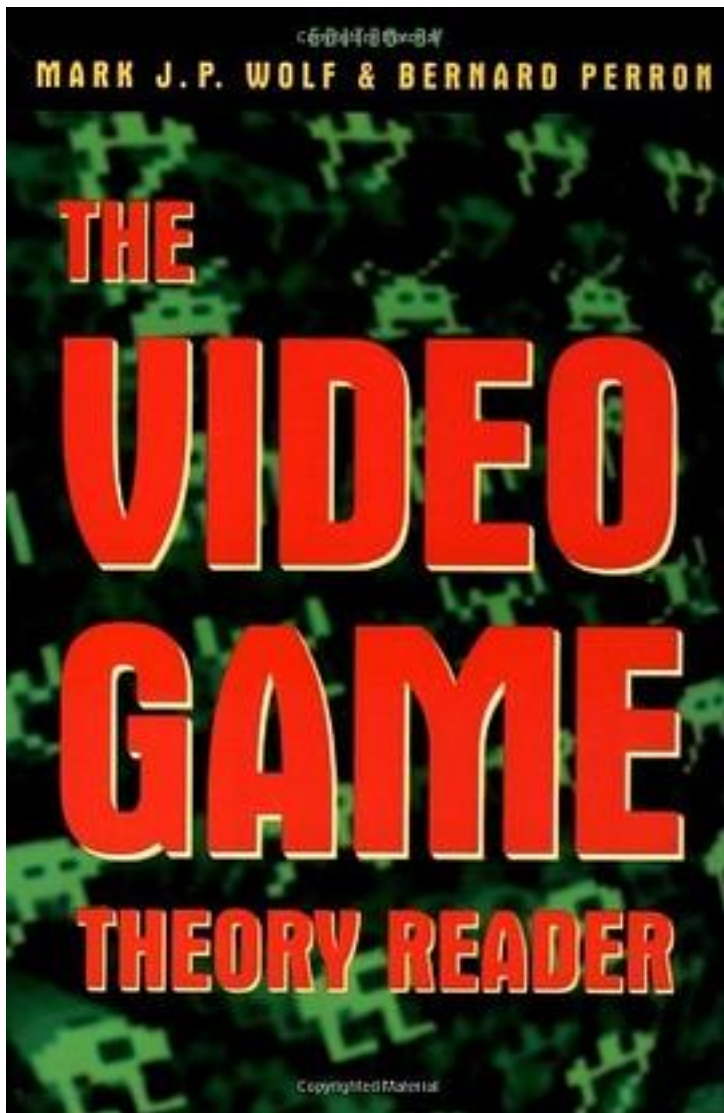


The Video Game Theory Reader



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著者:Wolf, Mark J. P. (EDT)/ Perron, Bernard (EDT)

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The Video Game Theory Reader brings together exciting new work on video games as a unique medium and nascent field of study - one that is rapidly developing new modes of understanding and analysis, like film studies in the 1960s and television studies in the 1980s. This pioneering collection addresses the many ways video games are reshaping the face of entertainment and our relationship with technology. In the volume, leading media studies scholars develop new theoretical tools and concepts to study video games. Drawing upon examples from a number of popular games ranging from Space Invaders to Final Fantasy , the contributors discuss the relationship between video games and other media; the shift from third- to first-person games; gamers and the gaming community; and the important sociological, cultural, industrial, and economic issues that surround gaming.

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