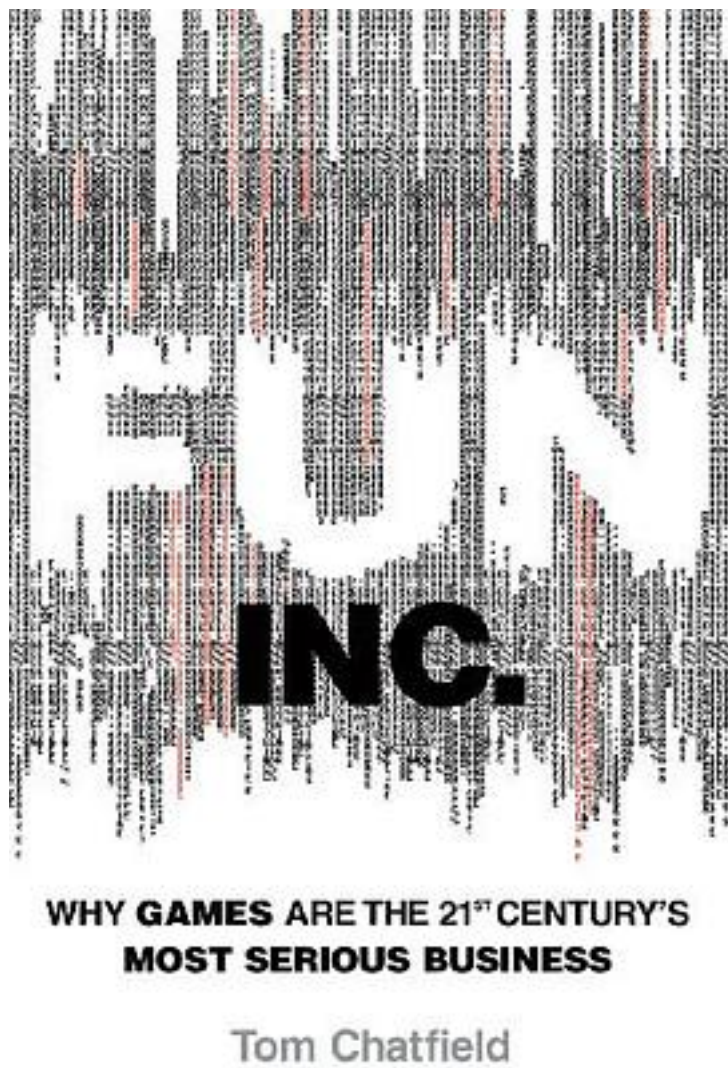


Fun Inc.



[Fun Inc. 下载链接1](#)

著者:Tom Chatfield

出版者:Virgin Books

出版时间:2010-02-01

装帧:Paperback

isbn:9780753519851

"A thought-provoking read for those already won over to the delights of computer games, and an even more important introduction to them for those who remain sceptical." -- Observer

"Tom Chatfield's Fun Inc. is the most elegant and comprehensive defence of the status of computer games in our culture I have read, as well as a helpful compendium of research. The numbers surrounding the sector are certainly thudding. By the end of 2008, annual sales of video games -- not including consoles or devices -- was \$40 billion, comfortably outstripping the movie business. In the same year, Nintendo's employees were more profitable per head than Google's. The sheer pervasiveness of game experience -- 99 per cent of teenage boys and 94 per cent of teenage girls having played a video game - means that instant naffness falls upon those who express a musty disdain for the medium. In fact, as Fun Inc. elegantly explains, computer game-playing has a very strong claim to be one of the most vital test-beds for intellectual enquiry."-- Independent

作者介绍:

目录:

[Fun Inc. 下载链接1](#)

标签

游戏

心理学

网络

游戏思维

产品经理

Game

评论

-----  
[Fun Inc. 下载链接1](#)

书评

-----  
[Fun Inc. 下载链接1](#)