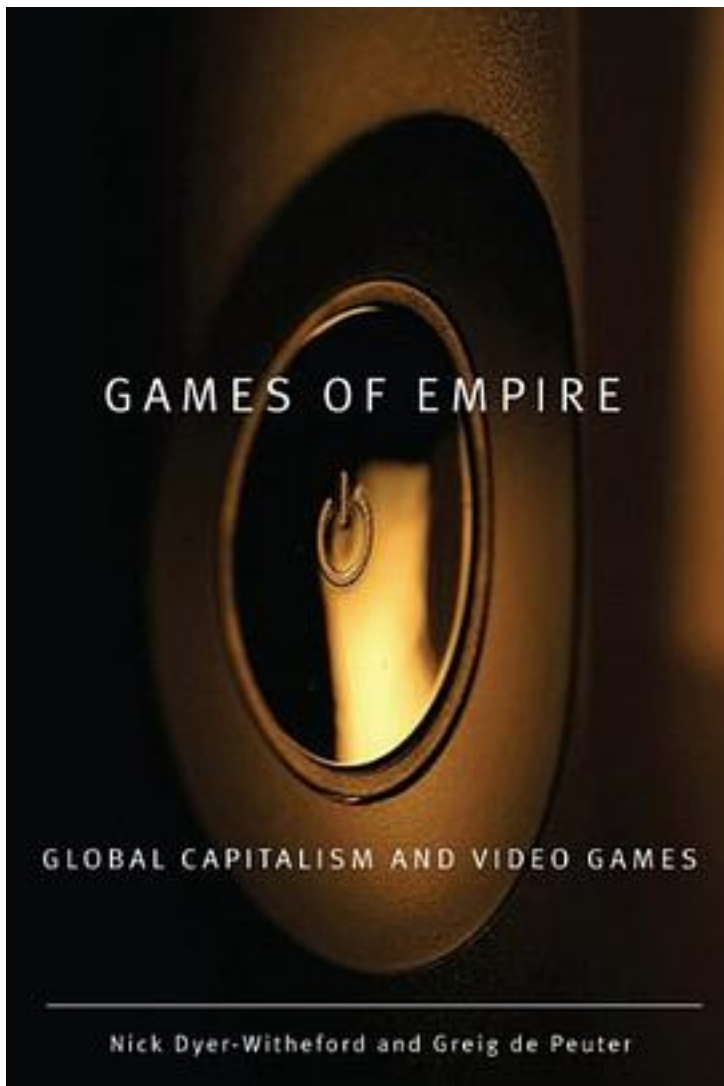


Games of Empire



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著者:Nick Dyer-Witheford

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In the first decade of the twenty-first century, video games are an integral part of global media culture, rivaling Hollywood in revenue and influence. No longer confined to a subculture of adolescent males, video games today are played by adults around the world. At the same time, video games have become major sites of corporate exploitation and military recruitment. In "Games of Empire," Nick Dyer-Witheford and Greig de Peuter offer a radical political critique of such video games and virtual environments as "Second Life," "World of Warcraft," and "Grand Theft Auto," analyzing them as the exemplary media of Empire, the twenty-first-century hypercapitalist complex theorized by Michael Hardt and Antonio Negri. The authors trace the ascent of virtual gaming, assess its impact on creators and players alike, and delineate the relationships between games and reality, body and avatar, screen and street. "Games of Empire" forcefully connects video games to real-world concerns about globalization, militarism, and exploitation, from the horrors of African mines and Indian e-waste sites that underlie the entire industry, the role of labor in commercial game development, and the synergy between military simulation software and the battlefields of Iraq and Afghanistan exemplified by Full Spectrum Warrior to the substantial virtual economies surrounding World of Warcraft, the urban neoliberalism made playable in Grand Theft Auto, and the emergence of an alternative game culture through activist games and open-source game development. Rejecting both moral panic and glib enthusiasm, "Games of Empire" demonstrates how virtual games crystallize the cultural, political, and economic forces of global capital, while also providing a means of resisting them.

作者介绍:

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标签

游戏批评

游戏

ludology

gaming

theory

评论

很好的左翼倾向的游戏研究。借用哈特和奈格里的术语，把电子游戏视为帝国的典范媒体，它反映了帝国的形态并参与到了帝国对其生命权力体制的巩固和以非物质劳动来生产主体性的过程中，但它也表现了诸众，隐含了寻求他路的颠覆性可能。然后就是在这个核心论点下的分别展开，从电子游戏的兴起到艺电的公司研究到Xbox的游戏机研究，全光谱战士、魔兽世界和侠盗猎车，分别从不同的角度进入。最后讨论了以某种形态的游戏来出离的可能。这本书的缺点是，什么都说到了，也觉得它说得很对，但好像说得都是大家大概知道的那些东西。。我只觉得这本书作为一本学术研究的体例真是典范。

作为历史不错

游戏和相关公司的描述差不多都是公开资料，理论部分涉及范围好广。。才疏学浅没有感受到紧密的联系。。

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书评

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