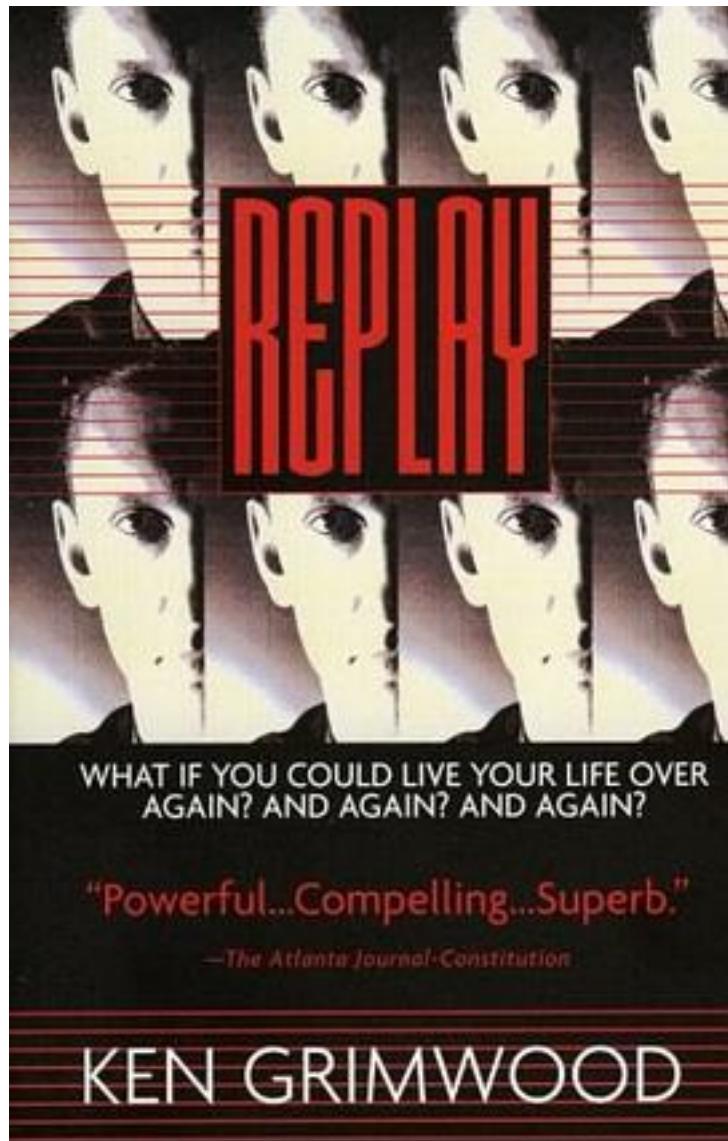


Replay



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著者:Tristan Donovan

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A riveting account of the strange birth and remarkable evolution of the most important development in entertainment since television, *Replay* is the ultimate history of video games. Based on extensive research and over 140 exclusive interviews with key movers and shakers from gaming's past, *Replay* tells the sensational story of how the creative vision of game designers gave rise to one of the world's most popular and dynamic art forms. (www.amazon.com)

作者介绍:

Tristan Donovan. Born in London in 1975, Tristan Donovan is a non-fiction author and freelance journalist/editor who planned to become an ecologist before getting distracted by journalism.

His first two books are *Replay: The History of Video Games* and *Fizz: How Soda Shook Up the World*. That playing too many video games while drinking too much soda featured heavily in his childhood is just coincidence.

His latest book, *Feral Cities: Adventures with Animals in the Urban Jungle*, finally put that ecology degree to use.

He lives in East Sussex, in the UK, with two ham-obsessed dachshunds.

(www.amazon.com)

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课本，好看，但是教授一次布置一百页实在不是人

用Audible听完的第一本书，还需要多听几遍w
很全面的电子游戏史介绍，甚至提到了同人志跟梦幻西游。

请配合这个网站一起食用<http://www.mobygames.com/browse/games>
为数不多的涵盖了欧洲游戏史的书本，最重要的是占书三分之一的附录信息量不是一般的高

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