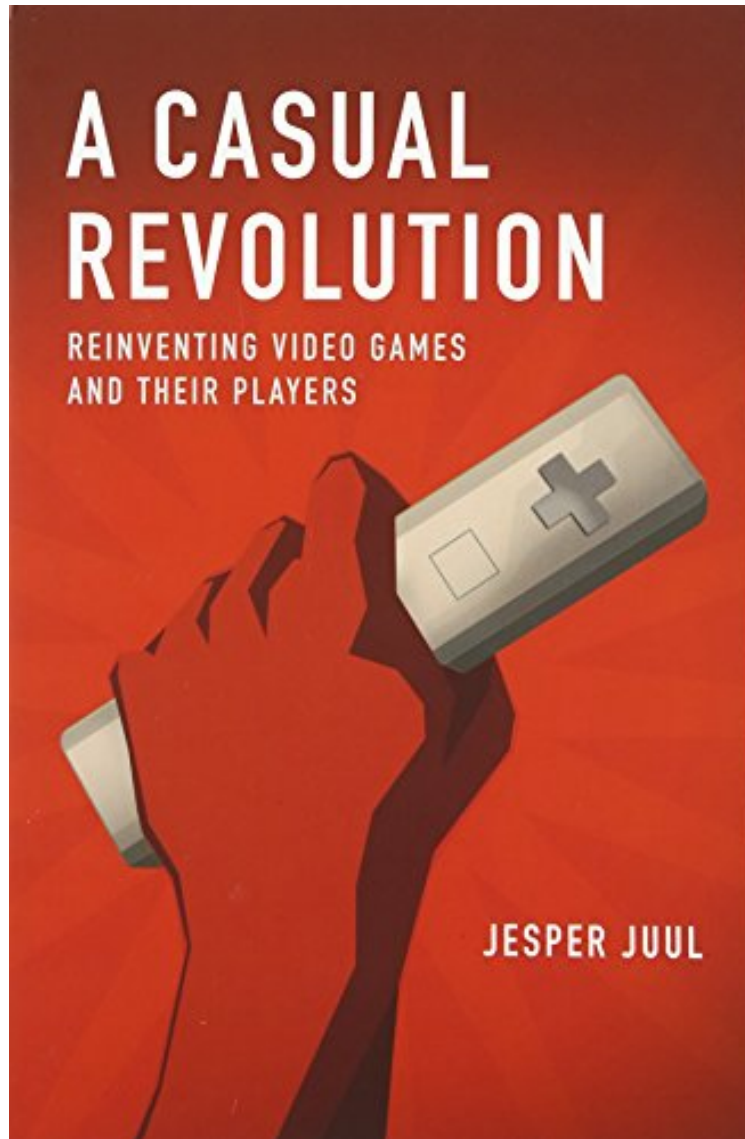


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Jesper Juul

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#1307715 in Books 2012-02-10Original language:EnglishPDF # 1 9.00 x .50 x 6.00l, .76 #File Name: 0262517396264 pages | File size: 43.Mb

Jesper Juul : A Casual Revolution: Reinventing Video Games and Their Players (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised A Casual Revolution: Reinventing Video Games and Their Players (MIT Press):

0 of 0 people found the following review helpful. A solid discussion of casual games and gamersBy Ronald M.

Carrier! I'm the sort of gamer that Jesper Juul is writing about in this book. I would occasionally play arcade games as a kid (I miss *Tempest!*), but the first video game I played regularly was Tetris on the Mac. Nowadays I play several kinds of solitaire and match-three games like *Bejeweled Blitz* and *Candy Crush Saga*, as well as things like *2048*. Juul's book is a collection of loosely linked essays that discuss both casual games and casual gamers. He makes the effort to look at the two on their own terms, rather than ring the changes on the already existing range of narratives concerning them. About half the book consists of appendices that document interviews Juul made with gamers and game developers, and Juul relies on these interviews heavily. One of the really good essays is an attempt to write a history of matching-tile games. This is one of the better books on video games I've read--well-written and full of interesting ideas. 0 of 0 people found the following review helpful. In line with other titles like "The Art of Failure" By Customer In line with other titles like "The Art of Failure," Juul delivers a great analysis of this phenomenon in games culture. Again, the text manifests as the promises made in the preface/introduction; offering insight into industry and cultural change. 0 of 0 people found the following review helpful. Muy bueno By Ruth Garca Martn Todo a sido perfecto. Ha llegado antes de lo previsto y en perfectas condiciones. No tengo ninguna queja, muy al contrario.

How casual games like *Guitar Hero*, *Bejeweled*, and those for Nintendo Wii are expanding the audience for video games. We used to think that video games were mostly for young men, but with the success of the Nintendo Wii, and the proliferation of games in browsers, cell phone games, and social games video games changed fundamentally in the years from 2000 to 2010. These new casual games are now played by men and women, young and old. Players need not possess an intimate knowledge of video game history or devote weeks or months to play. At the same time, many players of casual games show a dedication and skill that is anything but casual. In *A Casual Revolution*, Jesper Juul describes this as a reinvention of video games, and of our image of video game players, and explores what this tells us about the players, the games, and their interaction. With this reinvention of video games, the game industry reconnects with a general audience. Many of today's casual game players once enjoyed *Pac-Man*, *Tetris*, and other early games, only to drop out when video games became more time-consuming and complex. Juul shows that it is only by understanding what a game requires of players, what players bring to a game, how the game industry works, and how video games have developed historically that we can understand what makes video games fun and why we choose to play (or not to play) them. Important Notice: The digital edition of this book is missing some of the images found in the physical edition.

A Casual Revolution is a hard look at the unique characteristics of games outside of the hardcore. Juul pushes past the prejudice that casual games are somehow lesser experiences and presents a multifaceted view of 'casualness,' casual players and the non-trivial role of these deeply engaging games in our social and cultural lives. (Tracy Fullerton, Director, USC Game Innovation Lab, USC School of Cinematic Arts, Interactive Media Division) [F]or anyone working in the games industry or studying games and their role in popular culture, *A Casual Revolution* is a succinct and indispensable summary of the current state of video games. (Stewart Woods Game Studies) Let's start with the hype. *A Casual Revolution* is terrific. A succinct, informative, thoughtful examination of the forces that have been, as its subtitle says, reinventing video games and their players. Oh, and on top of all that, it's just plain fun to read. (Tap-Repeatedly (5/5 stars)) About the Author Jesper Juul is a researcher at the Danish Design School and an affiliate of the New York University Game Center. He is the author of *Half-Real: Video Games between Real Rules and Fictional Worlds* (2005), published by the MIT Press.