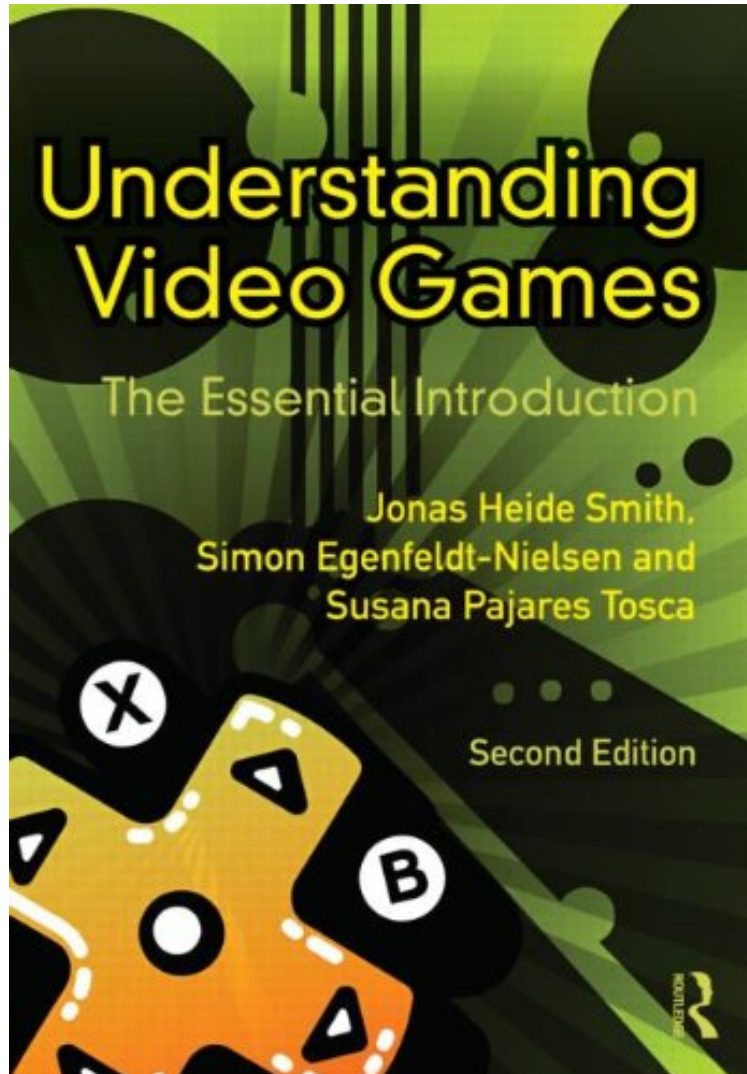


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Understanding Video Games: The Essential Introduction

Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca
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Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca : Understanding Video Games: The Essential Introduction before purchasing it in order to gage whether or not it would be worth my time, and all praised Understanding Video Games: The Essential Introduction:

4 of 4 people found the following review helpful. Scholarly book on video games? All right. By Venn Buckelew Because of the limited range of classroom materials in this field, professors may feel that they have little choice when looking for textbooks about video games. That being said, this book exceeded my (admittedly cynical) expectations for a scholarly work on video games. Although the book focuses on American-made and English-language games, the breadth of the material can be adapted to multiple courses that deal with games. Be warned--this

is not a book about designing video games, but about exploring already-made games and the fields of study that examine said games. This book does ramble at points, and occasionally repeats itself; however, in such a new field with such new research, this is to be expected. The book brings up many popular and recent games, but with the next generation of consoles coming out (this book only studies up to the Wii), it may need a revised edition shortly. Altogether, this is a good source for a class that focuses on video games and their impact on society and entertainment. 0 of 0 people found the following review helpful. Four Stars By Sierra Good for class. 0 of 0 people found the following review helpful. Four Stars By Ultimate Bookworm Needed this for a class, but the book is interesting.

This expanded and revised second edition of *Understanding Video Games* provides a comprehensive introduction to the growing field of game studies. *Understanding Video Games, 2nd Edition* is an essential read for newcomers to video game studies and experienced game scholars alike. This follow-up to the pioneering first edition takes video game studies into the next decade of the twenty-first century, highlighting changes in the game business, advances in video game scholarship, and recent trends in game design and development including mobile, social, and casual gaming. In *Understanding Video Games, 2nd Edition* students will: Assess the major theories used to analyze games, such as ludology and narratology Gain familiarity with the commercial and organizational aspects of the game industry Trace the history of video games from Pong to Playstation 3 and beyond Explore the aesthetics of game design Evaluate the cultural position of video games Consider the potential effects of both violent and "serious" games. Extensively illustrated, and featuring discussion questions, a glossary of key terms, and a detailed video game history timeline (including an interactive online version), *Understanding Video Games, 2nd Edition* is an indispensable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

"This new edition of *Understanding Video Games* levels up alongside the chaotic, exciting worlds of the contemporary video game industry and game studies. It continues to be required reading for anyone interested in a thorough grounding in the history, form, culture and business of video games." Mia Consalvo, Canada Research Chair in Game Studies Design, Concordia University "From Angry Birds to Zork, *Understanding Video Games* is an adept introduction to the study of games." Jesper Juul, Visiting Assistant Arts Professor, New York University Game Center About the Author Jonas Heide Smith holds an MA in Media Studies from the University of Copenhagen and a PhD in video games from the IT University of Copenhagen. He has taught computer-mediated communication at The University of Copenhagen, The Copenhagen Business School, The IT University of Copenhagen and Roskilde University, and is the co-author of a critically acclaimed book in Danish on computer games. Simon Egenfeldt-Nielsen is CEO of Serious Games interactive. He has worked as an assistant professor at the IT University of Copenhagen teaching games and learning projects for five years, and has studied, researched and worked with computer games for over a decade. He is the author of four books on video games. Susana Pajares Tosca holds a PhD in digital literature from the Complutense University of Madrid and is an associate professor at the IT University of Copenhagen. She has taught, researched and published widely on computer games since the mid-nineties. She is a founding editor of *Game Studies*, the first international peer-reviewed journal on computer game studies.