

Johannes Fromme - Alexander Unger
Editors

Computer Games and New Media Cultures

A Handbook of Digital Games Studies



Springer

Computer Games And New Media Cultures A Handbook Of Digital Games Studies

Thorsten Quandt, Sonja Kröger



Computer Games And New Media Cultures A Handbook Of Digital Games Studies:

Computer Games and New Media Cultures Johannes Fromme, Alexander Unger, 2012-06-14 Digital gaming is today a significant economic phenomenon as well as being an intrinsic part of a convergent media culture in postmodern societies Its ubiquity as well as the sheer volume of hours young people spend gaming should make it ripe for urgent academic enquiry yet the subject was a research backwater until the turn of the millennium Even today as tens of millions of young people spend their waking hours manipulating avatars and gaming characters on computer screens the subject is still treated with scepticism in some academic circles This handbook aims to reflect the relevance and value of studying digital games now the subject of a growing number of studies surveys conferences and publications As an overview of the current state of research into digital gaming the 42 papers included in this handbook focus on the social and cultural relevance of gaming In doing so they provide an alternative perspective to one dimensional studies of gaming whose agendas do not include cultural factors The contributions which range from theoretical approaches to empirical studies cover various topics including analyses of games themselves the player game interaction and the social context of gaming In addition the educational aspects of games and gaming are treated in a discrete section With material on non commercial gaming trends such as modding and a multinational group of authors from eleven nations the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content

Handbook of Digital Games Marios C. Angelides, Harry Agius, 2014-02-19 This book covers the state of the art in digital games research and development for anyone working with or studying digital games and those who are considering entering into this rapidly growing industry Many books have been published that sufficiently describe popular topics in digital games however until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume *Global esports* Dal Yong Jin, 2021-03-25 Global esports explores the recent surge of esports in the global scene and comprehensively discusses people s understanding of this spectacle By historicizing and institutionalizing esports the contributors analyze the rapid growth of esports and its implications in culture and digital economy Dal Yong Jin curates a discussion as to why esports has become a global phenomenon From games such as Spacewar to Starcraft to Overwatch a key theme distinguishing this collection from others is a potential shift of esports from online to mobile gaming The book addresses why many global game players and fans play and enjoy online and mobile games in professional game competitions and therefore they investigate the manner in which the transfer to from and between online and mobile gaming culture is occurring in a specific subset of global youth The remaining focus identifies the major platforms used to enjoy esports including broadcasting and smartphones By analyzing these unexamined or less discussed agendas this book sheds light on the current debates on the growth of global esports culture **Delicious Pixels** Agata Waszkiewicz, 2022-06-06 Delicious Pixels Food in Video Games introduces critical food

studies to game scholarship showing the unique ways in which food is utilized in both video game gameplay and narrative to show that food is never just food but rather a complex means of communication and meaning making It aims at bringing the academic attention to digital food and to show how significant it became in the recent decades as on the one hand a world building device and on the other a crucial link between the in game and out of game identities and experiences This is done by examining specifically the examples of games in which food serves as the means of creating an intimate cozy and safe world and a close relationship between the players and the characters

Handbook of Computer Game Studies Joost Raessens, Jeffrey Goldstein, 2011-08-19 A broad treatment of computer and video games from a wide range of perspectives including cognitive science and artificial intelligence psychology history film and theater cultural studies and philosophy New media students teachers and professionals have long needed a comprehensive scholarly treatment of digital games that deals with the history design reception and aesthetics of games along with their social and cultural context The Handbook of Computer Game Studies fills this need with a definitive look at the subject from a broad range of perspectives Contributors come from cognitive science and artificial intelligence developmental social and clinical psychology history film theater and literary studies cultural studies and philosophy as well as game design and development The text includes both scholarly articles and journalism from such well known voices as Douglas Rushkoff Sherry Turkle Henry Jenkins Katie Salen Eric Zimmerman and others Part I considers the prehistory of computer games including slot machines and pinball machines the development of computer games themselves and the future of mobile gaming The chapters in part II describe game development from the designer s point of view including the design of play elements an analysis of screenwriting and game based learning Part III reviews empirical research on the psychological effects of computer games and includes a discussion of the use of computer games in clinical and educational settings Part IV considers the aesthetics of games in comparison to film and literature and part V discusses the effect of computer games on cultural identity including gender and ethnicity Finally part VI looks at the relation of computer games to social behavior considering among other matters the inadequacy of laboratory experiments linking games and aggression and the different modes of participation in computer game culture

Esports Research and Its Integration in Education Harvey, Miles M., Marlatt, Rick, 2021-06-25 The world of esports in education is booming and the field needs empirical studies to help ground much of what is going on in the field Over the last couple years there appears to be a large amount of anecdotal evidence surrounding esports and its role in education but researchers teachers coaches and organizations need peer reviewed research based evidence so they can evolve the field at large As the amount of esports teams and organizations continues to rise so will the need for the field to provide empirical research about esports and education and the effect it has on students and those who partake in it Esports Research and Its Integration in Education is an essential reference source for those interested in educational research related to esports topics as they are approached through multiple ages of schooling and infused throughout a variety of content areas and

research methodologies The book covers empirical studies that help practitioners to understand how esports is developing within and around learning institutions and what the impact may be on students and their contemporary educational experiences Covering topics such as college and career readiness literacy practices and urban education this text is essential for stakeholders involved in the rise of esports administrators teachers coaches researchers students and academicians

First-Person Shooter Videogames Alberto Oya,2023-12-18 This book offers a comprehensive and accessible characterisation of the first person shooter videogame genre After providing an overview of the history of the first person shooter videogame genre Alberto Oya comments on the various defining peculiarities of this genre namely the first person perspective the shooting gaming mechanics the heroic in game narrative or background story and multiplayer gaming Oya also argues that educators can use first person shooter videogames to encourage their students to reflect on historical and philosophical issues

Multiplayer Thorsten Quandt,Sonja Kröger,2013-10-30 In the past decade digital games have become a widely accepted form of media entertainment moving from the traditional core gamer community into the mainstream media market With millions of people now enjoying gaming as interactive entertainment there has been a huge increase in interest in social multiplayer gaming activities However despite the explosive growth in the field over the past decade many aspects of social gaming still remain unexplored especially from a media and communication studies perspective Multiplayer Social Aspects of Digital Gaming is the first edited volume of its kind that takes a closer look at the various forms of human interaction in and around digital games providing an overview of debates past and present The book is divided into five sections that explore the following areas Social Aspects of Digital Gaming Social Interactions in Virtual Worlds Online Gaming Co located and Console Gaming Risks and Challenges of Social Gaming This engaging interdisciplinary book will appeal to upper level students postgrads and researchers in games research specifically those focusing on new media and digital games as well as researchers in media studies and mass communication

Psychological and Social Implications Surrounding Internet and Gaming Addiction Bishop, Jonathan,2015-08-03 Addiction takes many forms and has the potential to impact individuals of all ages socio economic statuses and ethnic backgrounds Digital addiction has become one of the latest topics of interest among researchers and mental health professionals as individuals become more engrossed in and reliant on digital devices Psychological and Social Implications Surrounding Internet and Gaming Addiction focuses on the dark side of technology and the ways in which individuals are falling victim to compulsive internet use as well as gaming and gambling addictions Highlighting socio cultural psycho social and techno cultural perspectives on problematic technology use this critical publication is essential to the research and practical needs of therapists public administrators psychologists students and researchers interested in compulsive disorders human behavior dependency and other key mental health issues A pivotal addition to the current mental health research available this book focuses on topics including but not limited to Internet addiction gaming addiction disorder gambling

gamification hypermedia seduction theory MMORPGs psychotherapy and related public policy issues *Rethinking Strategy for Creative Industries* Milan Todorovic, with Ali Bakir, 2016-03-02 Creative Industry practices are increasingly manifested through hybrid models and methods and emerging sub sectors With ever finer dividing lines between form and content product and service participation and consumption the distinctions between sectors are increasingly blurred while new convergent models emerge Reflecting this fluid context this book provides a new perspective on strategy in the Creative Industries Based on extensive original research and live empirical data derived from case studies interviews and observations with creative managers it reveals strategic decision making by analysing business manoeuvres and stages of innovation in the Creative Industries Through analysing the interactive features of aesthetically driven information assets and how new user consumer cultures are applied it uncovers the principles that are transforming strategy in the Creative Industries This innovative volume will be of significant interest to scholars advanced students and practitioners in the Creative Industries as well as well as industry consultancies and practitioners

Embracing the Melody of Phrase: An Emotional Symphony within **Computer Games And New Media Cultures A Handbook Of Digital Games Studies**

In a global taken by displays and the ceaseless chatter of immediate interaction, the melodic splendor and mental symphony produced by the prepared term usually disappear in to the backdrop, eclipsed by the persistent noise and distractions that permeate our lives. But, set within the pages of **Computer Games And New Media Cultures A Handbook Of Digital Games Studies** a charming fictional treasure brimming with organic emotions, lies an immersive symphony waiting to be embraced. Constructed by a wonderful musician of language, this charming masterpiece conducts viewers on a mental journey, skillfully unraveling the concealed songs and profound affect resonating within each carefully crafted phrase. Within the depths with this moving analysis, we will discover the book is main harmonies, analyze their enthralling publishing model, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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