

Johannes Fromme · Alexander Unger
Editors

Computer Games and New Media Cultures

A Handbook of Digital Games Studies

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

Paul Löhr,Manfred Meyer

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 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 Digital Middle East Mohamed Zayani,2018-05-15 Assesses government and civil society responses to the digital revolution in the Middle East **The Business and Culture of Digital Games** Aphra Kerr,2006-03-18 This book explores the lifecycle of digital games Drawing upon a broad range of media studies perspectives with aspects of sociology social theory and economics Aphra Kerr explores this all pervasive but under theorised aspect of our media environment Written as an introductory text for media and game students this book aims present an overview of industry and scholarly work on who makes games where they get made what kind of media and cultural form they are and who plays them and where The Business and Culture of Digital Games looks at games as a new media form the design development and marketing of games the use of games in public and private spaces Combining a theoretical and empirical analysis of the production content and consumption of computer games this book will be of interest to many students of media culture and communication **Game Cultures: Computer Games As New Media** Jon Dovey,Helen Kennedy,2006-05-16 This book introduces the critical concepts and debates that are shaping the emerging field of game studies Exploring games in the context of cultural studies and media studies it analyses computer games as the most popular contemporary form of new media production and consumption The book Argues for the centrality of play in redefining reading consuming and creating culture Offers detailed research into the political economy of games to generate a model of new media production Examines the dynamics of power in relation to both the production and consumption of computer games This is key reading for students academics and industry practitioners in the fields of cultural studies new media media studies and game studies as well as human computer interaction and cyberculture **The Playful Citizen** René Glas,Sybille Lammes,Michiel Lange,Joost Raessens,Imar Vries,2025-10-01 In the last decade digital media technologies and developments have given rise to exciting new forms of ludic or playful engagements of citizens in cultural and societal issues From the Occupy movement to playful city making to the gameful designs of the Obama 2008 and Trump 2016 presidential campaigns and the rise of citizen science and ecological games this book shows how play is a key theoretical methodological and practical principle for comprehending such new forms of civic engagement in a mediatized culture The Playful Citizen explores how and through what media we are becoming more playful as citizens and how this manifests itself in our ways of doing living and thinking We offer a pluralistic answer to such questions by bringing together scholars from different fields such as game and play studies social sciences and media and culture studies New Media Leah A. Lievrouw,Sonia M. Livingstone,2009 **The Oxford Handbook of Film and Media Studies** Robert Kolker,2008-09-11 This handbook examines film and new media in the light of their convergence It draws on leading scholars in the field to discuss traditional areas of history and theory of film and digital media Its focus however is on the cycle of technologically driven arts Film was born of a number of experiments in reproducing motion all of which culminated in the nineteenth

century projection of short films The creation of digital media resulted from experiments in alternative forms of representation in the early 1960s John Whitney began creating avant garde films from digital graphics around 1960 and some of his ideas and methods were incorporated by Stanley Kubrick in 2001 *A Space Odyssey* By the early 1990s commercial filmmakers began to employ digital effects in their work By the late nineties digital arts had come fully into their own both in the form of stand alone or interactive artworks and films created with and for the computer At the same time digital effects had completely overtaken optical printing and matte painting in film From special effects to creating realistic backgrounds and crowds the digital is infiltrating all aspects of filmmaking The infiltration is about to become a takeover as celluloid is replaced by high definition digital recording and projection processes Many aspects of film will change as this latest convergence takes place Already cultural response to film has changed as viewers begin to teach themselves about film through supplementary material on DVDs and to make their own films on home computers But this handbook is not a technical history or manual Quite the contrary it is a scholarly work discussing the aesthetics economics and cultural results of these changes and convergences The book balances traditional scholarship and analysis with essays addressing technological change and the concurrent changes in cultural responses to these changes responses already acknowledged by the profession *Game Cultures* Jon Dovey,2006 *Bibliographic Index* ,2009 *AfroGEEKS* Anna Everett,Amber J. Wallace,2007

Handbook of Mobile Communication Studies James Everett Katz,2008 This volume offers a view of the cultural interpersonal and family consequences of mobile communication across the globe The contributors analyse the effects of mobile communications on all aspects of life from the relationship between literacy and the textual features of phones to the use of ringtones as a form of social exchange **Games and Gaming** Larissa Hjorth,2011-01-01 The computer games industry has rapidly matured Once a preoccupation only of young technophiles games are now one of the dominant forms of global popular culture From consoles such as Nintendo Wii and Microsoft's Xbox to platforms such as iPhones and online gaming worlds the realm of games and their scope have become all pervasive The study of games is no longer a niche interest but rather an integral part of cultural and media studies The analysis of games reveals much about contemporary social relations online communities and media engagement Presenting a range of approaches and analytical tools through which to explore the role of games in everyday life and packed with case material Games and Gaming provides a comprehensive overview of this new media and how it permeates global culture in the twenty first century

Children, Television, and the New Media Paul Löhr,Manfred Meyer,1999 The text focuses on the following topics children's television and transformation do children need television the internet and multimedia television features and formats the violence issue adolescents and their media worlds and music on television *Media International Australia* ,2004 *Choice* ,2008 *Games Without Frontiers* Aki Järvinen,2009 *Library & Information Science Abstracts* ,2006 **The Business and Culture of Digital Games** Aphra Kerr,2006-04-06 This book explores the lifecycle of digital games Drawing upon a

broad range of media studies perspectives with aspects of sociology social theory and economics Aphra Kerr explores this all pervasive but under theorized aspect of our media environment **Perceiving Play** Torill Elvira Mortensen,2009 Computer games are increasingly prevalent and cause both curiosity and concern in the general public so understanding these games and play is important Game researchers need to work quickly to document report and analyse the effect on our modern society as an increasing amount of people make new and drastically different choices in how they spend their time Perceiving Play The Art and Study of Computer Games looks at the directions and findings of this research and examines how game research integrates the studies of social science ethnography textual analysis and criticism economy law and technology Book Jacket

Computer Games And New Media Cultures A Handbook Of Digital Games Studies Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has been more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled "**Computer Games And New Media Cultures A Handbook Of Digital Games Studies**," published by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we will delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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