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Autore	Micucci, Joseph A.
Titolo	The adolescent in family therapy : breaking the cycle of conflict and control / Joseph A. Micucci
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Nota di contenuto	Frontmatter -- Table of Contents -- Ecogames: An Introduction -- Part I Today's Challenges: Games for Change -- 1. Change for Games: On Sustainable Design Patterns for the (Digital) Future -- 2. Do You Want to Set the World on Fire? Amplifying Player Agency to Demonstrate Alternatives to the Climate Crisis -- 3. Between the Lines : Using Differential Game Analysis to Develop Environmental Thinking -- 4. A Dynamic Engagement Model to Provide Ecological Awareness of the Climate Crisis through Video Games -- 5. Postcoloniality, Ecocriticism and Lessons from the Playable Landscape -- 6. No Cyclones in Age of Empires: Empire, Ecology, and Video Games -- 7. Games for Better Futures : The Art and Joy of Making and Unmaking Societies -- Part II Future Worlds: New Imaginaries -- 8. Climate-Game-Worlds : A Media-Aesthetic Look at the Depiction and Function of Climate in Computer Games -- 9. Healing a Life out of Balance: Slowness and Ecosophy in Death Stranding -- 10. Ecology in the Postapocalypse : Regenerative Play in the Metro Series and the Critical Dystopia -- 11. There Is No Planet B : A Milieu-Specific Analysis of Outer Wilds' Unstable Spaces -- 12. Green New Worlds? Ecology and Energy in Planetary Colonization Games -- 13. Dark Play and the Flow Time of Petroculture in Oil-

Themed Games -- 14. The Underrealized Ecocritical Potential of ABZÜ -- Part III The Nonhuman Turn -- 15. "Have You Ever Heard a Worm Sing?" : The Spectral Ecology of Kentucky Route Zero, Act V -- 16. Hiding (in) the Tall Grass : Rethinking Background Assets in Video Game Plantscapes -- 17. Symbiosis, or How to Make Kin in the Chthulucene -- 18. Mutate or Die: Neo-Lamarckian Ecogames and Responsible Evolution -- 19. No Man's Game : The Infinite Boredom of Procedurally Generated Environments -- 20. Trans Ecologies in Digital Games and Contemporary Art -- 21. The Earth's Prognosis: Doom and Transformation in Game Design -- Part IV Critical Metagaming Practices -- 22. What Do We (NDNs) Do with Games? -- 23. Imagining the Future: Game Hacking and Youth Climate Action -- 24. Reframing the Backlog: Radical Slowness and Patient Gaming -- 25. Material Infrastructures of Play : How the Games Industry Reimagines Itself in the Face of Climate Crisis -- 26. Sustainable Fandom : Responsible Consumption and Play in Game Communities -- 27. A Field Guide to Monsters: Practices of Wildlife Watching in Video Games -- 28. Remediating Green Practices : Landscape Photography and Nature Documentary Filmmaking in Video Games -- Index of Games -- Index of Names -- Index of Subjects

Sommario/riassunto

With the climate crisis and its repercussions becoming more and more tangible, games are increasingly participating in the production, circulation, and interrogation of environmental assumptions, using both explicit and implicit ways of framing the crisis. Whether they are providing new spaces to imagine and practice alternative forms of living, or reproducing ecomodernist fantasies, games as well as player cultures are increasingly tuned in to the most pressing environmental concerns. This book brings together chapters by a diverse group of established and emerging authors to develop a growing body of scholarship that explores the shape, impact, and cultural context of ecogames. The book comprises four thematic sections, Today's Challenges: Games for Change, Future Worlds: New Imaginaries, The Nonhuman Turn, and Critical Metagaming Practices. Each section explores different aspects of ecocritical engagement in and through games. As a result, the book's comprehensive scope covers a variety of angles, methodologies, and case studies, significantly expanding the field of green media studies.
