

1. Record Nr.	UNINA9910131288803321
Titolo	BioShock and philosophy : irrational game, rational book / / edited by Luke Cuddy
Pubbl/distr/stampa	Chichester, England : , : Wiley Blackwell, , 2015 ©2015
ISBN	1-118-91588-7 1-118-91587-9
Descrizione fisica	1 online resource (161 pages)
Collana	Blackwell Philosophy and Pop Culture Series
Classificazione	PHI000000
Disciplina	794.8/1536
Soggetti	Video games - Philosophy Video games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Machine generated contents note: Hacking Into This Book (Introduction) Luke Cuddy Level 1 Research Bonus: Increased Wisdom Capacity 1: BioShock's Meta-Narrative: What BioShock Teaches the Gamer about Gaming Collin Pointon 2: The Value of Art in BioShock: Ayn Rand, Emotion, and Choice Jason Rose 3: SHODAN vs. The Many--or--Mind vs. The Body Robert M. Mentynka 4: "The Cage is Somber:" A Feminist Understanding of Elizabeth Catlyn Origitano Tears, Time, and Reality 5: Rapture in a Physical World: Did Andrew Ryan Choose the Impossible? James Cook 6: Would You Kindly Bring us the Girl and Wipe Away the Debt: Free Will and Moral Responsibility in BioShock Infinite Oliver Laas 7: BioShock as Plato's Cave Roger Travis 8: BioShock Infinite and Transworld Individuality: Identity Across Space and Time Charles Joshua Horn 9: Shockingly Limited: Escaping Columbia's God of Necessity Scott Squires and James McBain The "Union" and the Sodom Below 10: "The Bindings are There as a Safeguard:" Sovereignty and Political Decisions in BioShock Infinite Rick Elmore 11: Propaganda, Lies, and Bullshit in BioShock's Rapture Rachel McKinnon 12: The Vox Populi Group, Marx, and Equal Rights for All Tyler DeHaven and Chris Hendrickson The Circus of Values 13: Infinite Lighthouses, Infinite Stories: BioShock and the Aesthetics of Video Game Storytelling Laszlo

Kajtar 14: Have You Ever Been To Rapture? BioShock as an Introduction to Phenomenology Stefan Schevelier 15: "Evolve today!" Human Enhancement Technologies in the BioShock Universe Simon Ledder 16: Vending Machine Values: Buying Beauty and Morality in BioShock Michael J. Muniz .

Sommario/riassunto

"Considered a sign of the 'coming of age' of video games as an artistic medium, the award-winning BioShock franchise covers vast philosophical ground. BioShock and Philosophy: Irrational Game, Rational Book presents expert reflections by philosophers (and Bioshock connoisseurs) on this critically acclaimed and immersive fan-favorite. Reveals the philosophical questions raised through the artistic complexity, compelling characters and absorbing plots of this ground-breaking first-person shooter (FPS) Explores what BioShock teaches the gamer about gaming, and the aesthetics of video game storytelling Addresses a wide array of topics including Marxism, propaganda, human enhancement technologies, political decision-making, free will, morality, feminism, transworld individuality, and vending machines in the dystopian society of Rapture Considers visionary game developer Ken Levine's depiction of Ayn Rand's philosophy, as well as the theories of Aristotle, de Beauvoir, Dewey, Leibniz, Marx, Plato, and others from the Hall of Philosophical Heroes"--

"Presents expert reflections by philosophers (and connoisseurs) on BioShock, the critically acclaimed and immersive video game"--
