

1. Record Nr.	UNINA9910139957903321
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Titolo	The art of videogames [[electronic resource] /] / Grant Tavinor
Pubbl/distr/stampa	Malden, MA, : Wiley-Blackwell, 2009
ISBN	1-283-20467-3 9786613204677 1-4051-8788-3 1-4443-1017-8 1-4443-1018-6
Descrizione fisica	1 online resource (241 p.)
Collana	New directions in aesthetics
Disciplina	794.8 794.801
Soggetti	Video games - Philosophy Video games - Social aspects Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	THE ART OF VIDEOGAMES; CONTENTS; ACKNOWLEDGMENTS; 1 THE NEW ART OF VIDEOGAMES; 2 WHAT ARE VIDEOGAMES ANYWAY?; 3 VIDEOGAMES AND FICTION; 4 STEPPING INTO FICTIONAL WORLDS; 5 GAMES THROUGH FICTION; 6 VIDEOGAMES AND NARRATIVE; 7 EMOTION IN VIDEOGAMING; 8 THE MORALITY OF VIDEOGAMES; 9 VIDEOGAMES AS ART; GLOSSARY; REFERENCES; INDEX
Sommario/riassunto	The Art of Videogames explores how philosophy of the arts theories developed to address traditional art works can also be applied to videogames. Presents a unique philosophical approach to the art of videogaming, situating videogames in the framework of analytic philosophy of the arts Explores how philosophical theories developed to address traditional art works can also be applied to videogames Written for a broad audience of both philosophers and videogame enthusiasts by a philosopher who is also an avid gamer Discusses the relationship between games and earlier artis