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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