

1. Record Nr.	UNINA9910146880103321
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Titolo	More than a game : the computer game as fictional form // Barry Atkins
Pubbl/distr/stampa	Manchester, : Manchester University Press, 2003
ISBN	1-5261-3754-2 1-84779-558-7 1-78170-023-0 1-280-73433-7 9786610734337 1-84779-039-9 1-4175-7805-X
Edizione	[1st ed.]
Descrizione fisica	1 online resource ([vi], 170 pages) : digital file(s)
Disciplina	306.4870285
Soggetti	Computer games - Social aspects Computer games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record. First published: 2003.
Nota di bibliografia	Includes bibliographic references and index.
Nota di contenuto	Acknowledgements --1. The computer game as fictional form --2. Fantastically real: reading Tomb Raider --3. Gritty realism: reading Half-Life --4. Replaying history: reading Close Combat --5. Managing the real: reading SimCity --6. More than a game? --Glossary of game-specific terms --Bibliography --Index.
Sommario/riassunto	There is little doubt that computer and video games occupy a significant place in contemporary popular culture. Taking its cue from practices of reading texts in literary and cultural studies, this text considers the computer game as an emerging mode of contemporary storytelling.