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| Sommario/riassunto | Dance videogames work as engines of humour, shame, trust, and intimacy, urging players to dance like nobody's watching while being tracked by motion-sensing interfaces in their living rooms. The chart-topping dance game franchises Just Dance and Dance Central transform players' experiences of popular music, invite experimentation with gendered and racialized movement styles, and present new possibilities for teaching, learning, and archiving choreography. This work shows how these games teach players to regard their own bodies as both interfaces and avatars, and how a convergence of choreography and programming code is driving a new wave of full-body virtual-reality media experiences. |