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Titolo	Mobile Gaming in Asia : Politics, Culture and Emerging Technologies // edited by Dal Yong Jin
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Descrizione fisica	1 online resource (VI, 247 p. 22 illus.)
Collana	Mobile Communication in Asia: Local Insights, Global Implications, , 2468-2403
Disciplina	790.1922
Soggetti	Communication Communication Studies
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Part I: Emergence of Asian Mobile Games -- 1: The Emergence of Asian Mobile Games: Definitions, Industries, and Trajectories -- 2: Games of Being Mobile: The Unruly Rise of Mobile Gaming in Japan -- 3: The Asian Mobile Gaming Marketplace: Context, Opportunities and Barriers -- Part II: Mobile Game Politics and Digital Economy -- 4: Mobile game regulation in South Korea: A case study of the Shutdown Law -- 5: Mobilizing Games, Disrupting Culture: Digital Gaming in South Korea -- 6: The Impact of the Rise of Mobile Games on the Creativity and Structure of the Games Industry in China -- Part III: Mobile Gaming and Youth Culture -- 7: The Gamification of Mobile Communication in Seoul, South Korea -- 8: Internet Game Addiction in East Asia: Challenges & Opportunities -- 9: Mobile Games in China: Development and Current Status -- 10: Mobile Games in China: Ongoing Industry Transformations, Emerging Game Genres, and Evolving Player Dynamics -- Part IV: Social Gaming, Use, and Consumers -- 11: Chinese Consumers' Perception of Social Game: A Phenomenological Study -- 12: Toward Individualistic Cooperative Play: A Systematic Analysis of Mobile Social Games in Japan -- 13: Comparison of Korean and Chinese Adolescents' Use of Digital Game including Mobile Games.
Sommario/riassunto	This book analyzes mobile gaming in the Asian context and looks into a hitherto neglected focus of inquiry – a localized mobile landscape,

with particular reference to young Asians' engagement with mobile gaming. This edition focuses not only on the remarkable success of local mobile games, but also on the significance of social milieu in the development of Asian mobile technologies and gaming culture. It analyzes the growth of the current mobile technologies and mobile gaming not as separate but as continuous developments in tandem with the digital economy. It is of interest to both academics and a broader readership from the business, government, and information technology sectors.
