

1. Record Nr.	UNINA9910255359703321
Autore	Crowley Adam
Titolo	The Wealth of Virtual Nations : Videogame Currencies / / by Adam Crowley
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2017
ISBN	9783319532462 3319532464
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (IX, 110 p.)
Disciplina	302.23
Soggetti	Communication Technology - Sociological aspects Economics Culture Popular culture Ethnology - America Media and Communication Science, Technology and Society Cultural Economics Popular Culture American Culture
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1: Introduction: Analyzing Wealth in Videogames -- Chapter 2: Literary Theory for Gamers -- Chapter 3: The Symbolic Order of Action and Possibility Bearing on Time -- Chapter 4: Capital and Class Determinations in Videogames -- Chapter 5: Night World Identify Affirmations -- Chapter 6: Conclusion: The Wealth of Virtual Nations.
Sommario/riassunto	This book considers representations of wealth and the wealthy in videogames. The introduction explores the estrangement of wealth from everyday life in the contemporary west, and argues that videogames have contributed to modern life by dramatizing the economic anxieties of our age - in particular, those anxieties that relate

to the Global Great Recession. A review of historical titles reveals that such and related efforts draw in significant ways from the literary tradition of sentimental romance, where wealth and the wealthy have long been associated with notions of the underworld or hell. The relevance of this tradition to contemporary titles is explored through a careful analysis of romantic themes and concerns with significance to acts of exchange. The Wealth of Virtual Nations will appeal to students with an interest in narrative theory, game design, literature, economics, and the humanities. It will also be of interest to the videogame industry. .

---