

1. Record Nr.	UNINA9910433254503321
Autore	Sörensen Estrid
Titolo	Cultures of Computer Game Concerns : The Child Across Families, Law, Science and Industry / Estrid Sorensen
Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2018
ISBN	3-8394-3934-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (175 pages)
Collana	VerKörperungen/MatteRealities - Perspektiven empirischer Wissenschaftsforschung ; 23
Classificazione	AP 15963
Disciplina	794.8
Soggetti	Computer Games; Science & Technology Studies; Matters of Concern; Comparison; Denmark; Germany; Computer Game Violence; Computer Game Addiction; Media; Youth; Sociology of Science; Law; Media Studies
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Frontmatter 1 Inhalt 5 Introduction: Computer Games and Children - Concerns, Infrastructures and Cultures 9 If {battleState = BattleState.standby}; Bringing the Gamer Into Play in Computer Game Development 39 Safeguarding Children on the Online Gaming Platform MovieStarPlanet 67 Children's Participation in the Development of Online Games 77 The Legal Framework for Computer Games and Child Protection in Germany 95 The Political and Legal Basis for Labelling of Computer Games in Denmark 113 Textual Co-Construction of Game and Player in German Rating Decisions 119 The Privatization of Age Classification 137 Prizes, Endorsements and Recommendations: Positive Regulation of Computer Games 149 The Multiple, Volatile and Ambiguous Effects of Children's and Young People's Digital Play 165 The Micro-Politics of Time in Young People's Talk About Gaming 185 Parenting for Digital Literacy in Denmark and Germany: Between Techno-Invitationalism and Techno-Protectionism 205 Between Fears and Needs for Information: German Parents' Computer Game Concerns 231 And Yet Children Play: Echoing Voices of Computer Game Concerns in Barcelona 247 Does Exposure to Violence in Entertainment Media Make People Aggressive? 267 Psychology's Multiple Concerns About Research on

the Effects of Media Violence 283 From Concerns About Addiction to the Internet Gaming Disorder Diagnosis¹ 295 No Worries? Game Research in Denmark 1984-2014 311 Concerned with Computer Games: A Collective Analysis of Being and Becoming Gamer in Denmark 327 About the Authors 349

Sommario/riassunto

The same computer games are played by youths all over the world, and worldwide games become matters of concern in relation to children: worries rise about addiction, violence, education, time, and economy. Yet, these concerns vary depending upon where they are situated: in families, legal contexts, industry or science. They also play out differently across countries and cultures. This situated nature of computer game concerns is generally neglected. Not in this book: It gives a detailed mosaic of the complex and multiple everyday realities of computer game concerns in relation to children, as they are variably situated throughout society and across cultures.
Besprochen in: Choice, 56/6 (2019)
