

1. Record Nr.	UNINA9910450800603321
Titolo	Videogames and art [[electronic resource] /] / edited by Andy Clarke and Grethe Mitchell
Pubbl/distr/stampa	Bristol ; ; Chicago, : Intellect, 2007
ISBN	1-280-76296-9 9786610762965 1-84150-954-X
Descrizione fisica	1 online resource (290 p.)
Classificazione	21.99
Altri autori (Persone)	ClarkeAndy MitchellGrethe
Disciplina	704.949794 760.028567
Soggetti	Video games in art Video games - Design Computer art Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	section 1. Overviews -- Section 2. Artists on art -- Section 3. Games and other art forms.
Sommario/riassunto	Videogame art is developing as an area of burgeoning interest, departing from embryonic roots into a flourishing division of scholarly study. The collection provides both an overview of the field, positioning it within a social and commercial context with reference to other forms of digital and pictorial art, and to the mainstream videogames industry.