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| Descrizione fisica | 1 online resource (241 p.) |
| Collana | Sussex studies in culture and communication |
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| Soggetti | Computer games - Social aspects Video games - Social aspects Video recordings - Social aspects Electronic books. |


| Lingua di pubblicazione | Inglese |
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| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes bibliographical references (p. 207-215) and index. |
| Nota di bibliografia | Book Cover; Title; Contents; List of illustrations; Acknowledgements; |
| Introduction; History; A back story: realism, simulation, interaction; |  |
|  | Genealogy and tradition: mechanised spectacle as popular |
|  | entertainment; Shaping tradition: the contemporary context; Aesthetics; |
|  | Simulation and hyperrealism: computer animation and TV |
|  | advertisements; The waning of narrative: new spectacle cinema and |
|  | music video; The digital image in 'the age of the signifier'; Spectators; |
|  | Games and rides: surfing the image; Surface play and spaces of |
|  | consumption; Active spectators?; Exhibiting spectacle (and style) |
|  | ConclusionNotes; Bibliography; Author index; Subject index |

Culture explores the relationship between evolving digital technologies and existing media and considers the effect of these

