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Nota di contenuto	Cover; Contents; List of Tables and Figures; Acknowledgements; Chapter 1 - Introduction; Chapter 2 - Digital Games as TExt; Chapter 3 - Digital Games as Cultural Industry; Chapter 4 - Global Networks and Cultures of Production; Chapter 5 - Digital Game Players, Game Pleasures and Play Contexts; Chapter 6 - Non-Entertainment Uses of Digital Games; Chapter 7 - Conclusion; References; Index
Sommario/riassunto	'Digital Games' looks at games as a new media form, the design development and marketing of games, and the use of games in public and private spaces.