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Altri autori (Persone)	RutterJason <1969-> BryceJo
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Contents; Contributors; Preface and Acknowledgements; Chapter 1 - An introduction to understanding digital games; Part I: History and production; Chapter 2 - A history of digital games; Chapter 3 - The business of making digital games; Chapter 4 - The economics of digital games; Chapter 5 - A player-centred approach to digital game design; Part II: Theories and approaches; Chapter 6 - Literary theory and digital games; Chapter 7 - Film studies and digital games; Chapter 8 - Digital games as new media; Chapter 9 - Digital games and cultural studies Chapter 10 - Community, identity and digital gamesPart III: Key debates; Chapter 11 - Digital games and gender; Chapter 12 - Digital games and the violence debate; Chapter 13 - Digital games and education; Index
Sommario/riassunto	The study of digital games is a lively area of research and theorising which draws opinions from a range of disciplinary perspectives. This text brings together all these varied perspectives, providing a unique survey of this highly multidisciplinary field.

