

1. Record Nr.	UNINA9910459569903321
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Titolo	Ethnographies of the videogame [[electronic resource]] : gender, narrative and praxis / / Helen Thornham
Pubbl/distr/stampa	Farnham, Surrey, England ; ; Burlington, Vt., : Ashgate, c2011
ISBN	1-317-14064-8 1-283-12870-5 9786613128706 0-7546-9940-4
Descrizione fisica	1 online resource (218 p.)
Disciplina	306.4/87
Soggetti	Video games Video games - Social aspects 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	Cover; Contents; List of Figures; Acknowledgements; 1 Introductions: Videogames, Gender, Ethnography; 2 Constructing a Gendered Gaming Identity; 3 Articulating Pleasure: Gender, Technology and Power; 4 The Practices of Gameplay; 5 Bodies and Action; 6 Pleasure and the Imagined Gamer; 7 Conclusions: Towards a Theory of Domestic Videogaming; Appendix 1: Index and Statistics of Houses and Household Members; Appendix 2: Index of Interviews; Bibliography; Index
Sommario/riassunto	Ethnographies of the Videogame uses the medium of the videogame to explore wider significant sociological issues around new media, interaction, identity, performance, memory and mediation. The book is particularly concerned with issues of agency and power, identifying strong correlations between perceptions of gaming and actual gaming practices, as well as the reinforcement, through gaming, of established power relationships within households. Thornham provides pertinent and reflexive commentary highlighting the relationships of gender and power in gaming practice.

