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Autore	Dyer-Witheford Nick <1951->
Titolo	Games of empire [[electronic resource]] : global capitalism and video games / / Nick Dyer-Witheford and Greig de Peuter
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Altri autori (Persone)	De PeuterGreig
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Soggetti	Video games - Social aspects Video games - Economic aspects Capitalism - Social aspects Imperialism - Social aspects Electronic books.
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Game engine : labor, capital, machine -- Immaterial labor : a workers' history of videogaming -- Cognitive capitalism : electronic arts -- Machinic subjects : the XBOX and its rivals -- Gameplay : virtual/actual -- Banal war : full spectrum warrior -- Biopower play : world of warcraft -- Imperial city : grand theft auto -- New game? -- Games of multitude -- Exodus : the metaverse and the mines.
Sommario/riassunto	In the first decade of the twenty-first century, video games are an integral part of global media culture, rivaling Hollywood in revenue and influence. No longer confined to a subculture of adolescent males, video games today are played by adults around the world. At the same time, video games have become major sites of corporate exploitation and military recruitment. In Games of Empire, Nick Dyer-Witheford and Greig de Peuter offer a radical political critique of such video games and virtual environments as Second Life, World of Warcraft, and Grand Theft Auto, analyzing them as the exemplary