

1. Record Nr.	UNINA9910462246603321
Titolo	The video game industry : formation, present state, and future // edited by Peter Zackariasson and Timothy L. Wilson
Pubbl/distr/stampa	New York, N.Y. : , : Routledge, , 2012
ISBN	1-283-58570-7 9786613898159 1-136-25825-6 0-203-10649-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (271 p.)
Collana	RIOT! Routledge studies in innovation, organization and technology ; ; 24
Altri autori (Persone)	WilsonTimothy L ZackariassonPeter <1972->
Disciplina	338.4/77948
Soggetti	Video games industry - History 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	Acknowledgments -- Introduction / Peter Zackariasson and Timothy L. Wilson -- This is not a software industry / Casey O'Donnell -- Video games : a subcultural industry / Mikolaj Dymek -- Marketing of video games / Peter Zackariasson and Timothy L. Wilson -- An exploration of the mobile gaming ecosystem from developers' perspective / Claudio Feijo -- The North American game industry / Casey O'Donnell -- The UK and Irish game industries / Aphra Kerr -- The development of the Swedish game industry : a true success story? / Ulf Sandqvist -- Console hardware : the development of Nintendo Wii / Mirko Ernkvist -- "Warm and stuffy" : the ecological impact of electronic games / Richard Maxwell and Toby Miller -- Gamification as the post-modern phalanstre is the gamification playing with us or are we playing with gamification? / Flavio Escribano -- The evolving European video games software ecosystem / Giuditta De Prato, Sven Lindmark and Jean-Paul Simon -- Through the looking glass sharply / Timothy L. Wilson and Peter Zackariasson -- Notes on contributors -- Notes -- Index.

