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Titolo	Gaming matters [[electronic resource]] : art, science, magic, and the computer game medium // Judd Ethan Ruggill and Ken S. McAllister
Pubbl/distr/stampa	Tuscaloosa, : University of Alabama Press, c2011
ISBN	0-8173-8559-2
Descrizione fisica	1 online resource (168 p.)
Altri autori (Persone)	McAllisterKen S. <1966->
Disciplina	794.8
Soggetti	Video games Video games - Study and teaching 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. Includes "gameography".
Nota di contenuto	Idiosyncrasy -- Irreconcilability -- Aimlessness -- Anachronism -- Duplicity -- Work -- Alchemy.
Sommario/riassunto	In his 2004 book Game Work, Ken S. McAllister proposed a rigorous critical methodology for the discussion of the "video game complex"- the games themselves, their players, the industry that produces them, and those who review and market them. Games, McAllister demonstrated, are viewed and discussed very differently by different factions: as an economic force, as narrative texts, as a facet of popular culture, as a psychological playground, as an ethical and moral force, even as a tool for military training. In Gaming Matters, McAllister and