

1. Record Nr.	UNINA9910745597803321
Autore	Alvarez Igarzabal Federico
Titolo	Time and Space in Video Games : A Cognitive-Formalist Approach / Federico Alvarez Igarzabal
Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2019
ISBN	3-8394-4713-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (233 pages)
Collana	Bild und Bit. Studien zur digitalen Medienkultur ; 9
Disciplina	794.8
Soggetti	Computer; Games; Time; Video Games; Sequencing; Space; Aesthetics; Cognitive Science; Time Perception; Media; Popular Culture; Computer Games; Media Aesthetics; Digital Media; Media Studies
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter 1 Contents 5 Introduction 9 The State Machine and the Present Moment 33 Structuring Gametime 53 Cause, Effect, and Player-Centric Time 85 Predictive Thinking in Virtual Worlds 101 The Groundhog Day Effect 115 The Hybrid Narrator 139 The Speed of Time 159 Marshmallows and Bullets 175 Chekhov's BFG 191 Conclusion 205 Acknowledgements 211 References 213
Sommario/riassunto	Video games are temporal artifacts: They change with time as players interact with them in accordance with rules. In this study, Federico Alvarez Igarzabal investigates the formal aspects of video games that determine how these changes are produced and sequenced. Theories of time perception drawn from the cognitive sciences lay the groundwork for an in-depth analysis of these features, making for a comprehensive account of time in this novel medium. This book-length study dedicated to time perception and video games is an indispensable resource for game scholars and game developers alike. Its reader- friendly style makes it readily accessible to the interested layperson.