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and Action Figurines -- Cuddly Code -- The Cute Aggression Response -- Playgrounds of Cruelty -- Sensory Nostalgia as an Unscratchable Itch -- Spectral Nostalgia -- Intergenerational Bridges -- A Distant Someplace Else -- Childhood as a Magic Circle of Play -- References -- 7 The Kid in the Fridge -- The Sacrificial Child -- Types of Child Death -- Affection, Anxiety, and Agency -- Violent Retribution and the Hardness of Masculinity -- Lights, Child Death, Action -- Damn You, Ubisoft -- The Case of Cassandra -- References -- 8 Conclusion -- References -- Index.

Sommario/riassunto

Drawing across Games Studies, Childhood Studies, and Children's Literature Studies, this book redirects critical conversations away from questions of whether videogames are 'good' or 'bad' for child-players and towards questions of how videogames produce childhood as a set of social roles and rules in contemporary Western contexts. It does so by cataloguing and critiquing representations of childhood across a corpus of over 500 contemporary videogames. While child-players are frequently the topic of academic debate – particularly within the fields of psychology, behavioural science, and education research - child-characters in videogames are all but invisible. This book's aim is to make these child-characters not only visible, but legible, and to demonstrate that coded kids in virtual worlds can shed light on how and why the boundaries between adults and children are shifting.
