1. Record Nr.   UNINA9910764293503321

   Autore   Mitchell Alex

   Titolo   Videogame Formalism : On Form, Aesthetic Experience and
                        Methodology

   Pubbl/distr/stampa   Amsterdam : , : Amsterdam University Press, , 2023
                        ©2024

   ISBN   1-04-084381-6
                        1-04-084133-3
                        1-003-70905-2

   Edizione   [1st ed.]

   Descrizione fisica   1 online resource (266 pages)

   Collana   Games and Play Series ; ; v.10

   Altri autori (Persone) Van VughtJasper

   Disciplina   794.83

   Soggetti   Video games
                        Aesthetics

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Nota di contenuto   Cover -- Table of Contents -- Acknowledgements -- Preface -- 1.
                        Introduction -- 2.   On Videogame Form -- 3.   On
                        Aesthetic Experience -- 4.   On Methodology -- 5.   Applying
                        Formalism -- 6.   Conclusion -- Bibliography -- About the
                        Authors -- Index -- List of Figures and Tables -- Table 2.1Poetic
                        gameplay categories and devices (taken from Mitchell et al. 2020). --
                        Figure 3.1: Lim (screenshot by the first author). -- Figure 3.2: Getting
                        Over It with Bennett Foddy (screenshot by the first author). --
                        Figure 3.3: Screenshot of Akrasia from http://gambit.mit.
                        edu/images/loadgame_akrasia_03.jpg, Copyright © 2012 the
                        Massachusetts Institute of Technology ("MIT"), used by permission of
                        the Massachusetts Institute of Technology ("MIT"). -- Figure 3.4:
                        Shadow of the Colossus (screenshot by the first author). -- Figure 4.1:
                        The first encounter with an NPC in Paratopic (all screenshots of
                        Paratopic are by the first author). -- Figure 4.2: A Short Hike (all
                        screenshots of A Short Hike are by the first author). -- Figure 4.3:
                        Seemingly meaningless dialogue in Paratopic. -- Figure 4.4: Paratopic
                        telling the player that there is no save feature, so the game must be
                        completed in one sitting. -- Figure 4.5: The framing story and

revelation of the reason for Claire's trip to the island in A Short Hike. -- Figure 4.6: Exploring various additional activities in A Short Hike. -- Figure 5.1: Introductory splash screen sequence in Kentucky Route Zero, including the fictional WEVP-TV logo (all screenshots of Kentucky Route Zero are by the first author). --   Figure 5.2: Kentucky Route Zero loading screen. --   Figure 5.3: Establishing the point-and-click conventions of the game Kentucky Route Zero in Act I, Scene I. -- Figure 5.4: Text-based interaction accessed from the map interface: "Bait Shop." --   Figure 5.5: The camera zooming in during the Marquez Farmhouse scene.

Sommario/riassunto	This book, 'Videogame Formalism' by Alex Mitchell and Jasper van Vught, explores the formalist approach to understanding video games and play in contemporary culture. It delves into the aesthetic, cultural, and communicative aspects of games, aiming to elucidate the 'gameness' and 'playfulness' inherent in both digital and non-digital forms. The authors offer a peer-reviewed platform for scholarly discussion, drawing connections between humanities, industry, and design methodologies. The book is intended for academics, researchers, and professionals interested in game studies, providing theoretical, analytical, and historical perspectives. It highlights the importance of formalism in understanding the structure and experience of video games, and how these insights contribute to broader cultural and communicative contexts.