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Altri autori (Persone)	ClarkeAndy MitchellGrethe
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Nota di contenuto	section 1. Overviews -- Section 2. Artists on art -- Section 3. Games and other art forms.
Sommario/riassunto	Videogame art is developing as an area of burgeoning interest, departing from embryonic roots into a flourishing division of scholarly study. The collection provides both an overview of the field, positioning it within a social and commercial context with reference to other forms of digital and pictorial art, and to the mainstream videogames industry.