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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Gamic action, four moments -- Origins of the first-person shooter -- Social realism -- Allegories of control -- Countergaming.
Sommario/riassunto	Video games have been a central feature of the cultural landscape for over twenty years and now rival older media like movies, television, and music in popularity and cultural influence. Yet there have been relatively few attempts to understand the video game as an independent medium. Most such efforts focus on the earliest generation of text-based adventures (Zork, for example) and have little to say about such visually and conceptually sophisticated games as Final Fantasy X, Shenmue, Grand Theft Auto, Halo, and The Sims, in which players inhabit elaborately detailed