

1. Record Nr.	UNINA9910785075203321
Autore	Kerr Aphra
Titolo	The business and culture of digital games [[electronic resource]] : gamework/gameplay // Aphra Kerr
Pubbl/distr/stampa	London, : SAGE, c2006
ISBN	1-4462-3072-4 1-4462-1141-X 1-281-25158-5 9786611251581 1-84787-767-2
Descrizione fisica	1 online resource (x, 177 p.) : ill
Disciplina	306.487
Soggetti	Video games - Social aspects Video games - Economic aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [159]-171) and index.
Nota di contenuto	Cover; Contents; List of Tables and Figures; Acknowledgements; Chapter 1 - Introduction; Chapter 2 - Digital Games as TExt; Chapter 3 - Digital Games as Cultural Industry; Chapter 4 - Global Networks and Cultures of Production; Chapter 5 - Digital Game Players, Game Pleasures and Play Contexts; Chapter 6 - Non-Entertainment Uses of Digital Games; Chapter 7 - Conclusion; References; Index
Sommario/riassunto	'Digital Games' looks at games as a new media form, the design development and marketing of games, and the use of games in public and private spaces.