

1. Record Nr.	UNINA9910785341303321
Titolo	Utopic dreams and apocalyptic fantasies [[electronic resource]] : critical approaches to researching video game play / / edited by J. Talmadge Wright, David G. Embrick, and Andras Lukacs
Pubbl/distr/stampa	Lanham, Md., : Rowman & Littlefield Publishers, c2010
ISBN	1-282-92187-8 9786612921872 0-7391-4702-1
Descrizione fisica	1 online resource (424 p.)
Altri autori (Persone)	WrightJ. Talmadge EmbrickDavid G LukacsAndras
Disciplina	794.8
Soggetti	Video games - Social aspects Video games industry - Social 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 and index.
Nota di contenuto	Acknowledgments; chapter One; Introduction; J. Talmadge Wright, David G. Embrick, and Andra s Luka cs; part i; Modern Play and Technology-Defining Digital Play; chapter two; Play and Cultural Transformation-Or, What Would Huizinga Think of Video Games?; Thomas S. Henricks; chapter three; "Is He 'Avin a Laugh?": The Importance of Fun to Virtual Play Studies; Ken S. McAllister and Judd Ethan Ruggill; chapter four; Capitalism, Contradiction, and the Carnavalesque: Alienated Labor vs. Ludic Play; Lauren Langman and Andra s Luka cs; chapter five Sneaking Mission: Late Imperial America and Metal Gear SolidDerek Noon and Nick Dyer-Witheford; chapter six; I Blog, Therefore I Am: Virtual Embodiment and the Self; Alanna R. Miller; part ii; Marketing Culture and the Video Game Business; chapter seven; Marketing Computer Games: Reinforcing or Changing Stereotypes?; Paul R. Ketchum and B. Mitchell Peck; chapter eight; Censoring Violence in Virtual Dystopia: Issues in the Rating of Video Games in Japan and of Japanese Video Games Outside Japan; William H. Kelly; chapter nine

Coding Culture: Video Game Localization and the Practice of Mediating Cultural Difference Rebecca Carlson and Jonathan Corliss; part iii; Researching Video Game Play; chapter ten; Beyond "Sheeping the Moon" -Methodological Considerations for Critical Studies of Virtual Realms; Andra s Luka cs; chapter eleven; The Chorus of the Dead: Roles, Identity Formation, and Ritual Processes Inside an FPS Multiplayer Online Game; Nicolas Ducheneaut; chapter twelve; The Quantitative-Qualitative Antinomy in Virtual World Studies; Samuel Coavoux; part iv; Summary and Conclusions; chapter thirteen
Virtual Today, Reality Tomorrow: Taking Our Sociological Understanding of Virtual Gameplay to the Next Level Andra s Luka cs, J. Talmadge Wright, and David G. Embrick; About the Contributors
Utopic Dreams and Apocalyptic Fantasies invites us to examine critical questions about video game play, pleasure, and fantasy from a sociological perspective.

Sommario/riassunto