Record Nr. UNINA9910785539403321 Autore Newman James (James A.) **Titolo** Best before: videogames, supersession and obsolescence / / James Newman Abingdon, Oxon;; New York:,: Routledge,, 2012 Pubbl/distr/stampa **ISBN** 1-136-50265-3 1-283-58512-X 9786613897572 0-203-14426-0 1-136-50266-1 Descrizione fisica 1 online resource (193 p.) Disciplina 794.8 Soggetti Video games Video games - Social aspects Video games industry Video games - Marketing 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. [161]-176) and index. Nota di contenuto Cover; Title page; Copyright page; Table of Contents; Acknowledgements; List of Abbreviations; 1 VIDEOGAMES ARE DISAPPEARING; 2 NEW GAMES; 3 OLD GAMES; 4 GAME(PLAY) PRESERVATION; REFERENCES; INDEX Sommario/riassunto Despite record sales and an ever-growing global industry, the simple fact is that videogames are disappearing. Most obviously, the physical deterioration of discs, cartridges, consoles and controllers means that the data and devices will crumble to dust and eventually will be lost forever. However, there is more to the disappearance of videogames than plastic corrosion and bit rot. Best Before examines how the videogames industry's retail, publishing, technology design, advertising and marketing practices actively produce obsolescence, wearing out and retiring old game