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Titolo	Newsgames : journalism at play // Ian Bogost, Simon Ferrari, and Bobby Schweizer
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, ©2010
ISBN	0-262-28908-3 1-282-97837-3 9786612978371 0-262-28922-9
Descrizione fisica	1 online resource (244 p.)
Altri autori (Persone)	FerrariSimon SchweizerBobby
Disciplina	794.8
Soggetti	Video games Online journalism Interactive multimedia
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Newsgames -- Current events -- Infographics -- Documentary -- Puzzles -- Literacy -- Community -- Platforms -- Journalism at play.
Sommario/riassunto	Journalism has embraced digital media in its struggle to survive. But most online journalism just translates existing practices to the Web: stories are written and edited as they are for print; video and audio features are produced as they would be for television and radio. The authors of Newsgames propose a new way of doing good journalism: videogames. Videogames are native to computers rather than a digitized form of prior media. Games simulate how things work by constructing interactive models; journalism as game involves more than just revisiting old forms of news production. The book describes newsgames that can persuade, inform, and titillate; make information interactive; re-create a historical event; put news content into a puzzle; teach journalism; and build a community. Wired magazine's game Cutthroat Capitalism, for example, explains the economics of Somali piracy by putting the player in command of a pirate ship, offering choices for hostage negotiation strategies. And Powerful Robot's game

September 12th offers a model for a short, quickly produced, and widely distributed editorial newsgame. Videogames do not offer a panacea for the ills of contemporary news organizations. But if the industry embraces them as a viable method of doing journalism--not just an occasional treat for online readers--newsgames can make a valuable contribution.
