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Nota di contenuto	Contents; Acknowledgments; 1 Introduction; I Theory and Methodology; 2 Playing with Rather Than by Rules; 3 Between Ludicity and Literariness; II Analyses; 4 "The Pen Is Your Weapon of Choice": Ludic Hypertext Literature and the Play with the Reader; 5 "Love Poem or Break Up Note?" Ludic Hypermedia Fiction and Loss of Grasp; 6 "Your Innocence Drifts Away": Antiludicity and Ludic Mechanics in The Princess Murderer; 7 Of Windsights and Wayfaring: Blue Lacuna, an Epic Interactive Fiction; 8 The Paradox of Poetic Gaming: evidence of everything exploding 9 From Paidia to Ludus: The Path, a Literary Auteur Game 10 Conclusion; Notes; References; Glossary; Index
Sommario/riassunto	A new analytical framework for understanding literary videogames, the literary-ludic spectrum, illustrated by close readings of selected works.