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Autore	García Hortelano, Juan
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Autore	Reinhard Andrew
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ISBN	1-78533-874-9
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Soggetti	Virtual reality in archaeology Imaging systems in archaeology Video games - Technological innovations Archaeology - Computer simulation
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Nota di contenuto	Real-world archaeogaming -- Playing as archaeologists -- Video games as archaeological sites -- Material culture of the immaterial.

A general introduction to archeogaming describing the intersection of archaeology and video games and applying archaeological method and theory into understanding game-spaces. “[T]he author’s clarity of style makes it accessible to all readers, with or without an archaeological background. Moreover, his personal anecdotes and gameplay experiences with different game titles, from which his ideas often develop, make it very enjoyable reading.”—Antiquity Video games exemplify contemporary material objects, resources, and spaces that people use to define their culture. Video games also serve as archaeological sites in the traditional sense as a place, in which evidence of past activity is preserved and has been, or may be, investigated using the discipline of archaeology, and which represents a part of the archaeological record. From the introduction:

Archaeogaming, broadly defined, is the archaeology both in and of digital games... As will be described in the following chapters, digital games are archaeological sites, landscapes, and artifacts, and the game-spaces held within those media can also be understood archaeologically as digital built environments containing their own material culture... Archaeogaming does not limit its study to those video games that are set in the past or that are treated as “historical games,” nor does it focus solely on the exploration and analysis of ruins or of other built environments that appear in the world of the game. Any video game—from Pac-Man to Super Meat Boy—can be studied archaeologically.

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