1. Record Nr. UNINA9910797869203321 Autore Bogost lan Titolo How to talk about videogames / / Ian Bogost Pubbl/distr/stampa Minneapolis, Minnesota;; London, England:,: University of Minnesota Press., 2015 2015 **ISBN** 1-4529-4988-3 Descrizione fisica 1 online resource (217 p.) Collana Electronic Mediations;; 47 Disciplina 794.8 Soggetti Video games - Social aspects Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Includes bibliographical references. Nota di bibliografia Cover: Contents: Introduction: Nobody Asked for a Toaster Critic: 1 The Nota di contenuto Squalid Grace of Flappy Bird; 2 A Portrait of the Artist as a Game Studio; 3 The Blue Shell Is Everything That's Wrong with America; 4 Little Black Sambo, I'm Going to Eat You Up!; 5 Can a Gobbler Have It All?: 6 Racketeer Sports; 7 The Haute Couture of Videogames; 8 Can the Other Come Out and Play?; 9 A Way of Looking; 10 Free Speech Is Not a Marketing Plan; 11 Shaking the Holocaust Train; 12 The Long Shot; 13 Puzzling the Sublime; 14 Work Is the Best Place to Goof Off; 15 A Trio of Artisanal Reviews 16 What Is a Sports Videogame?17 The Agony of Mastery; 18 The Abyss between the Human and the Alpine; 19 Word Games Last Forever; 20

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