1. Record Nr. UNINA9910811134103321 Titolo Sports videogames / / Mia Consalvo, Konstantin Mitgutsch & Abe Stein New York: .: Routledge, . 2013 Pubbl/distr/stampa **ISBN** 0-415-63756-2 1-136-19198-4 0-203-08449-7 1-136-19199-2 Edizione [1st ed.] Descrizione fisica 1 online resource (318 p.) ConsalvoMia <1969-> Altri autori (Persone) MitgutschKonstantin SteinAbe Disciplina 794.8/6 Soggetti Video games Sports Fantasy sports Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Description based upon print version of record. Note generali Includes bibliographical references at the end of each chapters and Nota di bibliografia index. Nota di contenuto Cover; Sports Videogames; Title Page; Copyright Page; Table of Contents: Foreword: Introduction: Sports Videogames, Mapping the Field; Section One Defifining the Game; 1 Games, Sports, and Sport Videogames: Designed Challenges in Racing Games; 2 A Tale of Two Games: Football and FIFA 12; 3 What Are Sports Videogames?; 4 Joga Bonito: Beautiful Play, Sports and Digital Games; 5 Women, Sports, and Videogames: Section Two Remediating and Complicating: 6 Playing the Game on Television: 7 It's in the Game? Shifting Scene with Online Play 8 The Slow Grind: Skateboarding Videogames and the Culture and Practice of Skateboarding9 Likeness Licensing Litigation: Student Athletes and the Future of Sports Videogames; Section Three Fans and Players: 10 Playing Ball: Fan Experiences in Basketball Videogames: 11 Eventful Masculinities: Negotiations of Hegemonic Sporting Masculinities at LANs: 12 Sports Gaming in Everyday Life: A Meaning-Oriented Analysis of the Appropriation of the Online Soccer Manager Game Hattrick; 13 Why Sports Videogames Matter to Their Players:

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## Sommario/riassunto

<P>From <I>Pong</I> to <I>Madden NFL</I> to <I>Wii Fit</I>,<B><I>Sports Videogames</B></I> argues for the multiple ways that sports videogames-alongside televised and physical sports-impact one another, and how players and viewers make sense of these multiple forms of play and information in their daily lives. Through case studies, ethnographic explorations, interviews and surveys, and by analyzing games, players, and the sports media industry, contributors from a wide variety of disciplines demonstrate the depth and complexity of games that were once considered simply sports simulations. Con