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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Preface; Acknowledgments; Part 1; Introduction to Part 1; 1. Studying the Computer Game Complex; 2. A Grammar of Gamework; Part 2; Introduction to Part 2; 3. Capturing Imaginations: Rhetoric in the Art of Computer Game Development; 4. Making Meanings Out of Contradictions: The Work of Computer Game Reviewing; 5. The Economics of "'Black and White'"; Epilogue; Appendices; Notes; Works Cited; Index
Sommario/riassunto	Video and computer games in their cultural contexts. As the popularity of computer games has exploded over the past decade, both scholars and game industry professionals have recognized the necessity of treating games less as frivolous entertainment and more as artifacts of culture worthy of political, social, economic, rhetorical, and aesthetic analysis. Ken McAllister notes in his introduction to Game Work that, even though games are essentially impractical, they are nevertheless important mediating agents for the broad exercise of socio-political power.<BR