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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Contents -- Acknowledgments -- 1 A Casual Revolution -- 2 What Is Casual? -- 3 All the Games You Played Before -- 4 Innovations and Clones: The Gradual Evolution of Downloadable Casual Games -- 5 Return to Player Space: The Success of Mimetic Interface Games -- 6 Social Meaning and Social Goals -- 7 Casual Play in a Hardcore Game -- 8 Players, Developers, and the Future of Video Games -- Appendix A: Player Survey -- Appendix B: Player Stories -- Appendix C: Developer Interviews -- Notes -- References -- Index.
Sommario/riassunto	How casual games like Guitar Hero, Bejeweled, and those for Nintendo Wii are expanding the audience for video games.