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Descrizione fisica	1 online resource (241 p.)
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	THE ART OF VIDEOGAMES; CONTENTS; ACKNOWLEDGMENTS; 1 THE NEW ART OF VIDEOGAMES; 2 WHAT ARE VIDEOGAMES ANYWAY?; 3 VIDEOGAMES AND FICTION; 4 STEPPING INTO FICTIONAL WORLDS; 5 GAMES THROUGH FICTION; 6 VIDEOGAMES AND NARRATIVE; 7 EMOTION IN VIDEOGAMING; 8 THE MORALITY OF VIDEOGAMES; 9 VIDEOGAMES AS ART; GLOSSARY; REFERENCES; INDEX
Sommario/riassunto	The Art of Videogames explores how philosophy of the arts theories developed to address traditional art works can also be applied to videogames. Presents a unique philosophical approach to the art of videogaming, situating videogames in the framework of analytic philosophy of the artsExplores how philosophical theories developed to address traditional art works can also be applied to videogamesWritten for a broad audience of both philosophers and videogame enthusiasts

by a philosopher who is also an avid gamerDiscusses the relationship
between games and earlier artis
