

1. Record Nr.	UNINA9910832998403321
Autore	Mitchell Alex
Titolo	Videogame Formalism : On Form, Aesthetic Experience and Methodology // Jasper van Vught, Alex Mitchell
Pubbl/distr/stampa	Amsterdam : , : Amsterdam University Press, , [2023] 2023
ISBN	90-485-5423-3
Descrizione fisica	1 online resource (264 p.)
Collana	Games and Play ; ; Volume 10
Soggetti	Games Video games - Authorship Video games - Philosophy Video games - Structure Video games - Aesthetics Video games - Criticism and interpretation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Games and Play -- Table of Contents -- List of Figures and Tables -- Acknowledgements -- Preface -- 1. Introduction -- 2. On Videogame Form -- 3. On Aesthetic Experience -- 4. On Methodology -- 5. Applying Formalism -- 6. Conclusion -- Bibliography -- About the Authors -- Index
Sommario/riassunto	Formalism is often used as an all-embracing term covering a range of ontological and methodological approaches in game studies, with little connection to the history or tradition of the approach in other fields. This dilutes the usefulness of the approach, and invites (often unfounded) criticism. Videogame Formalism addresses these issues through an exploration of the historical and theoretical roots of formalist approaches to videogame analysis, situating this approach within games studies, and arguing for its importance and applicability as a methodological toolkit and a theoretical framework for understanding the aesthetic experience of videogames. It presents an overview of how formalist approaches can provide insights into the ways games create aesthetic experiences through the use of poetic

gameplay devices, and lays out a comprehensive yet flexible methodological framework for undertaking a formalist analysis of games. This approach is then demonstrated through a series of detailed examples and case studies.
