1. Record Nr.   UNINA9910835100803321

   Titolo   Video game art reader . version_4.1.2022 / / Editor-in-Chief, Tiffany
                        Funk ; Managing Editor, Michael Reed

   Pubbl/distr/stampa   Amherst, Massachusetts : , : Amherst College Press, , [2022]
                        ©2022

   ISBN   1-943208-35-2

   Descrizione fisica   1 electronic resource (118 p.)

   Soggetti   Video games - Design
                        Video games - Social aspects
                        Computer art
                        Electronic books.

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Nota di bibliografia   Includes bibliographical references.

   Sommario/riassunto   In computing, overclocking refers to the common practice of increasing
                        the clock rate of a computer to exceed that certified by the
                        manufacturer. The concept is seductive but overclocking may destroy
                        your motherboard or system memory, even irreparably corrupt the hard
                        drive. Volume 4 of the Video Game Art Reader (VGAR) proposes
                        overclocking as a metaphor for how games are produced and
                        experienced today, and the temporal compressions and expansions of
                        the many historical lineages that have shaped game art and culture.
                        Contributors reflect on the many ways in which overclocking can be
                        read as a means of oppression but also a strategy to raise awareness of
                        how inequities have shaped video games.