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Titolo	Game Time : Understanding Temporality in Video Games / / Christopher Hanson
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Edizione	[1st ed.]
Descrizione fisica	1 online resource (248 pages)
Collana	Digital game studies
Disciplina	794.8
Soggetti	Time perception Video games - Psychological aspects Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	More than live : game "a-liveness" and immediacy -- Game presence and mediatization -- Pausing and resuming -- Saving and restoring -- An instinct towards repetition : "replay value," mastery, and re-creation -- Recursive temporalities -- Case studies.
Sommario/riassunto	When compared to analog tabletop games, sports, film, television, and other forms of media, Hanson demonstrates that the temporal structures of digital games provide unique opportunities to engage players with liveness, causality, potentiality, and lived experience that create new ways of experiencing time Featuring comparative analysis of key video games titles--including Braid, Quantum Break, Battle of the Bulge, Prince of Persia: The Sands of Time, Passage, The Legend of Zelda: The Ocarina of Time, Lifeline, and A Dark Room.