

1. Record Nr.	UNINA9910968686903321
Titolo	Understanding digital games // edited by Jason Rutter and Jo Bryce
Pubbl/distr/stampa	London ; ; Thousand Oaks, Calif., : Sage Publications, 2006
ISBN	9786611251567 9781446235966 1446235963 9781412900331 1412900336 9781281251565 1281251569 9781847877666 1847877664
Edizione	[1st ed.]
Descrizione fisica	1 online resource (xx, 249 p.) : ill
Altri autori (Persone)	RutterJason BryceJo
Disciplina	793.93/2
Soggetti	Video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Contents; Contributors; Preface and Acknowledgements; Chapter 1 - An introduction to understanding digital games; Part I: History and production; Chapter 2 - A history of digital games; Chapter 3 - The business of making digital games; Chapter 4 - The economics of digital games; Chapter 5 - A player-centred approach to digital game design; Part II: Theories and approaches; Chapter 6 - Literary theory and digital games; Chapter 7 - Film studies and digital games; Chapter 8 - Digital games as new media; Chapter 9 - Digital games and cultural studies Chapter 10 - Community, identity and digital gamesPart III: Key debates; Chapter 11 - Digital games and gender; Chapter 12 - Digital games and the violence debate; Chapter 13 - Digital games and education; Index
Sommario/riassunto	The study of digital games is a lively area of research and theorising

which draws opinions from a range of disciplinary perspectives. This text brings together all these varied perspectives, providing a unique survey of this highly multidisciplinary field.
