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Sommario/riassunto	<p>The aim of this book is to indicate and characterize the relationship between the phenomenon of agency and the aesthetics of the video game medium. The author analyzes the properties of interactive texts that allow their users to feel the pleasure of influencing the virtual spaces or the course of events taking place within them. Therefore, the book has been divided into two parts: theoretical, which organizes the existing definitions and types of agency typical for video games, and analytical, that presents a layered model of agency. Author presents four levels that organize player experience: simulation, narration, rules, and meta-agency, which gathers numerous activities beyond gameplay. The following chapters explore issues such as: reception and transformation of the gameplay aesthetics, user experience and emotions, differentiation of player's agency, interface functions, agency mechanics, and agential dissonance. The book also contains extensive analyzes of three high-budget mainstream games: "The Legend of Zelda: Breath of the Wild" (Nintendo, 2017), "Witcher 3: Wild Hunt" (CD Projekt RED, 2015) with "Blood and wine" expansion (CD Projekt RED, 2016) and "Grand Theft Auto V" (RockStar Games, 2013).</p>