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Sommario/riassunto	Videogame culture is obsessed with development. But gaming is still widely associated with wasted time, squandered potential and backwards attitudes. Even as the average gamer grows older, the medium remains dogged by the same old question: when will videogames grow up? The Gamergate movement lent this question renewed urgency, launching attacks on feminists and "social justice warriors" that have come to be seen as a catalyst for the emergence of the alt-right and election of Donald Trump. This book explores how makers of independent and experimental videogames responded to Gamergate and its aftermath. Analysing key titles released between 2015 and 2018, it shows how artgame designers used assets, characters and mechanics scavenged from classic franchises like Zelda, Street Fighter and Sonic the Hedgehog to review gaming's history, reframe their own biographies and link gaming's growing pains to a

broader sense of disorientation, disillusionment and decline in American culture. Rob Gallagher is a lecturer in Digital Media Industries at King's College London, UK. He has published widely on gaming and digital cultures, and has written for The Guardian, The New Inquiry and The Architectural Review. His previous book, *Videogames, Identity and Digital Subjectivity* was published in 2017.
