

1. Record Nr.	UNINA9911049138103321
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Titolo	Toward a gameic world : new rules of engagement from Japanese video games // Ben Whaley
Pubbl/distr/stampa	Ann Arbor, Michigan : , : University of Michigan Press, , 2023 ©2023
ISBN	9780472221103 0472221108
Descrizione fisica	1 online resource (xiv, 170 pages) : illustrations
Collana	Michigan monograph series in Japanese Studies, , 8473-3223 ; ; Number 100
Disciplina	794.80952
Soggetti	Video games - Social aspects Video games - Japan
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references (pages 145-157) and index.
Sommario/riassunto	Toward a Gameic World bridges the gap between Japanese popular culture studies and game studies by encouraging a dialogue centered around Japanese-designed video games and social issues. It examines four contemporary Japanese video games in terms of how they engage with some of Japan's biggest social and personal issues, including traumas: natural disasters (Disaster Report), a declining birthrate and aging population (Catherine), nuclear proliferation (Metal Gear Solid V); and youth social withdrawal (The World Ends with You). This book asks what some of the positive benefits are of working through a site of trauma from within a video game, and how games might teach us about Japanese culture and society through new kinds of interactive narratives, different from literature and film. The book proposes four new strategies of engagement with video games to explore the productive tensions that emerge at the boundaries of virtual reality, augmented reality, and gamification in contemporary Japan.