

| | |
|-------------------------|---|
| 1. Record Nr. | UNISA996209566903316 |
| Autore | Atkins Barry |
| Titolo | More than a game : the computer game as fictional form // Barry Atkins |
| Pubbl/distr/stampa | Manchester : , : Manchester University Press, , 2003 Manchester, UK : , : Manchester University Press, , [2018] ©2003 |
| ISBN | 1-5261-3754-2 1-84779-558-7 1-78170-023-0 1-280-73433-7 9786610734337 1-84779-039-9 1-4175-7805-X |
| Edizione | [1st ed.] |
| Descrizione fisica | 1 online resource ([vi], 170 pages) : digital file(s) |
| Disciplina | 794.8 |
| Soggetti | Video games - Social aspects Video games Film and Media Computer games - online games: strategy guides LITERARY CRITICISM - American - General Computer games / online games: strategy guides |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. First published: 2003. |
| Nota di bibliografia | Includes bibliographic references and index. |
| Nota di contenuto | Acknowledgements --1. The computer game as fictional form --2. Fantastically real: reading Tomb Raider --3. Gritty realism: reading Half-Life --4. Replaying history: reading Close Combat --5. Managing the real: reading SimCity --6. More than a game? --Glossary of game-specific terms --Bibliography --Index. |
| Sommario/riassunto | There is little doubt that computer and video games occupy a significant place in contemporary popular culture. Taking its cue from |

practices of reading texts in literary and cultural studies, this text considers the computer game as an emerging mode of contemporary storytelling.
