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Nota di contenuto	Frontmatter -- Table of Contents -- Preface and Acknowledgments -- PLACES -- Vegas, Disney, and the Metaverse -- Augmenting Materialities -- EXHIBITS -- Let's Play the Exhibition! -- To Craft a Game Arts Curators Kit -- On Chainsaws and Display Cases -- MODIFICATIONS -- Unpacking the Blackbox of 'Normal Gaming' -- Being a Child Again Through Gameplay -- Lego Level Up -- PIECES -- Beyond Pawns and Meeples -- Have We Left the Paperverse Yet? -- Keep the Innovation Rolling -- Immateriality and Immortality -- Contributors
Sommario/riassunto	Game culture and material culture have always been closely linked. Analog forms of rule-based play (ludus) would hardly be conceivable without dice, cards, and game boards. In the act of free play (paidia), children as well as adults transform simple objects into multifaceted toys in an almost magical way. Even digital play is suffused with material culture: Games are not only mediated by technical interfaces, which we access via hardware and tangible peripherals. They are also subject to material hybridization, paratextual framing, and processes of de-, and re-materialization. The contributors examine this playful materiality from various angles.

