

1. Record Nr.	UNISA996496563003316
Titolo	Mental Health Atmospheres Video Games : New Directions in Game Research II // ed. by Jimena Aguilar Rodríguez, Felix Zimmermann, Miruna Vozaru, Su-Jin Song, Curtis L. Maughan, Michael S. Debus, Federico Alvarez Igarzábal
Pubbl/distr/stampa	Bielefeld : , : transcript Verlag, , [2022] ©2022
ISBN	3-8394-6264-9
Edizione	[First edition.]
Descrizione fisica	1 online resource (262 pages)
Collana	Bild und Bit ; ; 15.
Soggetti	Social sciences Mass media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Frontmatter -- Table of Contents -- Preface -- Acknowledgments -- Mental Health -- Play, Games, Mental Health -- Gaming Disorder – a “lousy” and “meaningless” label -- Protecting the Youth by Controlling the Ludic -- Mindspaces -- Reclaiming Agency -- Digital Fictions: Towards Designing Narrative Driven Games as Therapy -- Gamification and Mobile Apps: Allies in Reducing Loneliness Among Young Adults -- Mental Health of Twitch Streamers During COVID-19 -- The End is Never The End is Never The End -- Atmospheres -- Introduction: Slow Play -- Cool Games, Cool Japan -- “Wind's howling.” Meteorological Phenomena as Atmospheres in Digital Games -- I Don't Feel at Home in this Game Anymore -- Generative Atmospheres -- Sounding the Atmosphere -- Systemically Implied Atmospheres -- Conclusion: Toward an Atmospherology of Digital Games -- Contributors
Sommario/riassunto	Gaming has never been disconnected from reality. When we engage with ever more lavish virtual worlds, something happens to us. The game imposes itself on us and influences how we feel about it, the world, and ourselves. How do games accomplish this and to what end? The contributors explore the video game as an atmospheric medium of hitherto unimagined potential. Is the medium too powerful, too

influential? A danger to our mental health or an ally through even the darkest of times? This volume compiles papers from the Young Academics Workshop at the Clash of Realities conferences of 2019 and 2020 to provide answers to these questions.
