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Nota di contenuto	Frontmatter -- Table of Contents -- Crossing Boundaries? Defining Boundaries! -- DISCIPLINARY BOUNDARIES -- Designing the Mystery -- I Am Your Monster No Longer -- When Mad Science Found its Way in Digital Games -- MEDIAL BOUNDARIES -- Serial Games in a Transmedial World -- Playing with Batman -- ONTOLOGICAL BOUNDARIES -- The Multimodality of Immersion -- Stories and Political Imaginaries -- Shared Realities, Solitary Actions -- Gaming on Climate Change -- Womanhood Beyond Stereotypes -- Exploring Contemporary Southern African Culture through Animation and Video Games -- Keeping Memory Alive through Digital Games -- Towards the Ludic Cyborg -- Contributors
Sommario/riassunto	As the dominant narrative forms in the age of media convergence, films and games call for a transmedial perspective in narratology. Games allow a participatory reception of the story, so that the ontological boundary transgression between the narrated world and the world of the recipient comes into focus. These diverse transgressions-medial and ontological-are the subject of this transdisciplinary compendium, which covers the subject in an interdisciplinary way from various perspectives: game studies and media studies, but also sociology and

psychology, to take into account the great influence of storytelling on social discourses and human behavior.
