Introduction to Video Game Studies



[1]

Aarseth, Espen 2001. Computer Game Studies, Year One. Game Studies. 1, 1 (2001).

[2]

Avedon, Elliott M. and Sutton-Smith, Brian 1979. The study of games. R. E. Krieger Pub. Co.

[3]

Barr, M. Playing with Virtuality: Theories and Methods of Computer Game Studies (Medienrausch) [Paperback]. Peter Lang GmbH; 1 edition (5 Jun 2013). 229–312.

[4]

Copier, Marinka and Raessens, Joost 2003. The Game, the Player, the World: Looking for a Heart of Gameness. Utrecht University.

[5]

Csikszentmihalyi, Mihaly 2008. Flow: the psychology of optimal experience. Harper Perennial.

[6]

Donovan, Tristan 2010. Replay: the history of video games. Yellow Ant.

[7]

Donovan, Tristan 2010. Replay: the history of video games. Yellow Ant.

[8]

Egenfeldt-Nielsen, Simon 2013. Understanding video games: the essential introduction. Routledge.

[9]

Gee, James Paul 2007. What video games have to teach us about learning and literacy. Palgrave Macmillan.

[10]

Gonzalo, F. Ludologists love stories, too: notes from a debate that never took place.

[11]

hc4: Frans Mayra, The Quiet Revolution: Three Theses for the Future of Game Studies | DiGRA: 2005.

http://www.digra.org/hc4-frans-mayra-the-quiet-revolution-three-theses-for-the-future-of-game-studies/.

[12]

Jenkins, Henry 2005. Games, the new lively art. Handbook of Computer Game Studies. (2005).

[13]

Juul, Jesper, 1970- 2011. Half-real: video games between real rules and fictional worlds. MIT Press.

[14]

Koster, Raph 2013. A theory of fun for game design. O'Reilly.

[15]

McLuhan, Marshall, 1911-1980 2001. Understanding media: the extensions of man. Routledge.

[16]

Newman, James 2013. Videogames. Routledge.

[17]

Parlett, David Sidney 1999. The Oxford history of board games. Oxford University Press.

[18]

Salen, Katie and Zimmerman, Eric 2006. The game design reader: a Rules of play anthology. MIT Press.

[19]

Squire, Kurt and Jenkins, Henry 2011. Video games and learning: teaching and participatory culture in the digital age. Teachers College Press.

[20]

Suits, Bernard 1978. The grasshopper: games, life and Utopia. Scottish Academic Press.

[21]

Wittgenstein, Ludwig and Anscombe, G. E. M. 1968. Philosophical investigations. Blackwell.

[22]

1982. The Art of Computer Game Design.

[23]

2002. The medium of the video game. University of Texas Press.