Introduction to Video Game Studies

1.

Koster, Raph. A Theory of Fun for Game Design. 2nd editio. O'Reilly; 2013.

2.

Egenfeldt-Nielsen, Simon. Understanding Video Games: The Essential Introduction. 2nd ed. Routledge; 2013.

3.

Newman, James. Videogames. 2nd ed. Routledge; 2013.

4.

Donovan, Tristan. Replay: The History of Video Games. Yellow Ant; 2010.

5.

Copier, Marinka, Raessens, Joost. The Game, the Player, the World: Looking for a Heart of Gameness. Utrecht University; 2003. http://www.jesperjuul.net/text/gameplayerworld/

6.

The Medium of the Video Game. 1st ed. University of Texas Press; 2002.

7.

Jenkins, Henry. Games, the new lively art. Handbook of Computer Game Studies. Published online 2005. http://web.mit.edu/21fms/People/henry3/GamesNewLively.html

8.

Juul, Jesper, 1970-. Half-Real: Video Games between Real Rules and Fictional Worlds. MIT Press; 2011.

9.

Salen, Katie, Zimmerman, Eric. The Game Design Reader: A Rules of Play Anthology. MIT Press; 2006.

10.

The Art of Computer Game Design.; 1982.
https://archive.org/details/artofcomputergam00chri/page/n3

11.

Wittgenstein, Ludwig, Anscombe, G. E. M. Philosophical Investigations. 3rd ed. [reprinted] with index. Blackwell; 1968.

12.

Parlett, David Sidney. The Oxford History of Board Games. Oxford University Press; 1999.

13.

Avedon, Elliott M., Sutton-Smith, Brian. The Study of Games. R. E. Krieger Pub. Co; 1979.

14.

Suits, Bernard. The Grasshopper: Games, Life and Utopia. Scottish Academic Press; 1978.

15.

McLuhan, Marshall, 1911-1980. Understanding Media: The Extensions of Man. Vol Routledge Classics. 2 Rev ed. Routledge; 2001.

16.

Donovan, Tristan. Replay: The History of Video Games. Yellow Ant; 2010.

17.

Aarseth, Espen. Computer Game Studies, Year One. Game Studies. 2001;1(1). http://www.gamestudies.org/0101/editorial.html

18.

Gonzalo F. Ludologists Love Stories, Too: Notes from a Debate That Never Took Place. http://www.digra.org/digital-library/publications/ludologists-love-stories-too-notes-from-a-d ebate-that-never-took-place/

19.

Mäyrä F. hc4: Frans Mayra, The Quiet Revolution: Three Theses for the Future of Game Studies | DiGRA. Published 2005. http://www.digra.org/hc4-frans-mayra-the-quiet-revolution-three-theses-for-the-future-of-g ame-studies/

20.

Gee, James Paul. What Video Games Have to Teach Us about Learning and Literacy. Rev. and updated ed. Palgrave Macmillan; 2007.

21.

Barr M. Playing with Virtuality: Theories and Methods of Computer Game Studies (Medienrausch) [Paperback]. In: Peter Lang GmbH; 1 edition (5 Jun 2013); :229-312. http://www.amazon.co.uk/dp/3631640609

22.

Squire, Kurt, Jenkins, Henry. Video Games and Learning: Teaching and Participatory Culture in the Digital Age. Vol Technology, education--connections : the TEC series. Teachers College Press; 2011.

23.

Csikszentmihalyi, Mihaly. Flow: The Psychology of Optimal Experience. 1st Harper Perennial Modern Classics ed. Harper Perennial; 2008.