

# Introduction to Video Game Studies

[View Online](#)

Aarseth, Espen (2001) 'Computer Game Studies, Year One', *Game Studies*, 1(1). Available at: <http://www.gamestudies.org/0101/editorial.html>.

Avedon, Elliott M. and Sutton-Smith, Brian (1979) *The study of games*. Huntington, N.Y.: R. E. Krieger Pub. Co.

Barr, M. (no date) 'Playing with Virtuality: Theories and Methods of Computer Game Studies (Medienrausch) [Paperback]', in. Peter Lang GmbH; 1 edition (5 Jun 2013), pp. 229–312. Available at: <http://www.amazon.co.uk/dp/3631640609>.

Copier, Marinka and Raessens, Joost (2003) *The Game, the Player, the World: Looking for a Heart of Gameness*. Utrecht University. Available at: <http://www.jesperjuul.net/text/gameplayerworld/>.

Csikszentmihalyi, Mihaly (2008) *Flow: the psychology of optimal experience*. 1st Harper Perennial Modern Classics ed. New York, NY: Harper Perennial.

Donovan, Tristan (2010a) *Replay: the history of video games*. Lewes, East Sussex: Yellow Ant.

Donovan, Tristan (2010b) *Replay: the history of video games*. Lewes, East Sussex: Yellow Ant.

Egenfeldt-Nielsen, Simon (2013) *Understanding video games: the essential introduction*. 2nd ed. New York: Routledge.

Gee, James Paul (2007) *What video games have to teach us about learning and literacy*. Rev. and updated ed. New York, NY: Palgrave Macmillan.

Gonzalo, F. (no date) *Ludologists love stories, too: notes from a debate that never took place*. Available at: <http://www.digra.org/digital-library/publications/ludologists-love-stories-too-notes-from-a-debate-that-never-took-place/>.

Jenkins, Henry (2005) 'Games, the new lively art', *Handbook of Computer Game Studies* [Preprint]. Available at: <http://web.mit.edu/21fms/People/henry3/GamesNewLively.html>.

Juul, Jesper, 1970- (2011) *Half-real: video games between real rules and fictional worlds*. Cambridge, Mass: MIT Press.

Koster, Raph (2013) *A theory of fun for game design*. 2nd editio. Sebastopol, CA: O'Reilly.

Mäyrä, F. (2005) hc4: Frans Mayra, The Quiet Revolution: Three Theses for the Future of Game Studies | DiGRA. Available at: <http://www.digra.org/hc4-frans-mayra-the-quiet-revolution-three-theses-for-the-future-of-game-studies/>.

McLuhan, Marshall, 1911-1980 (2001) Understanding media: the extensions of man. 2 Rev ed. London: Routledge.

Newman, James (2013) Videogames. 2nd ed. London: Routledge.

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

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

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

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

The Art of Computer Game Design (1982). Available at: <https://archive.org/details/artofcomputergam00chri/page/n3>.

The medium of the video game. 1st edn (2002). Austin: University of Texas Press.

Wittgenstein, Ludwig and Anscombe, G. E. M. (1968) Philosophical investigations. 3rd ed. [reprinted] with index. Oxford: Blackwell.