

# Introduction to Video Game Studies

View Online



---

```
@article{Aarseth_2001, title={Computer Game Studies, Year One}, volume={1},
url={https://www.gamestudies.org/0101/editorial.html}, number={1}, journal={Game
Studies}, author={Aarseth, Espen}, year={2001} }
```

```
@book{Avedon, Elliott M._Sutton-Smith, Brian_1979, address={Huntington, N.Y.},
title={The study of games}, publisher={R. E. Krieger Pub. Co}, author={Avedon, Elliott M.
and Sutton-Smith, Brian}, year={1979} }
```

```
@book{Csikszentmihalyi, Mihaly_2008, address={New York, NY}, edition={1st Harper
Perennial Modern Classics ed}, title={Flow: the psychology of optimal experience},
publisher={Harper Perennial}, author={Csikszentmihalyi, Mihaly}, year={2008} }
```

```
@book{Donovan, Tristan_2010a, address={Lewes, East Sussex}, title={Replay: the
history of video games}, publisher={Yellow Ant}, author={Donovan, Tristan},
year={2010} }
```

```
@book{Donovan, Tristan_2010b, address={Lewes, East Sussex}, title={Replay: the
history of video games}, publisher={Yellow Ant}, author={Donovan, Tristan},
year={2010} }
```

```
@book{Egenfeldt-Nielsen, Simon_2013, address={New York}, edition={2nd ed},
title={Understanding video games: the essential introduction}, publisher={Routledge},
author={Egenfeldt-Nielsen, Simon}, year={2013} }
```

```
@book{Gee, James Paul_2007, address={New York, NY}, edition={Rev. and updated
ed}, title={What video games have to teach us about learning and literacy},
publisher={Palgrave Macmillan}, author={Gee, James Paul}, year={2007} }
```

```
@book{Gonzalo, title={Ludologists love stories, too: notes from a debate that never took
place},
url={http://www.digra.org/digital-library/publications/ludologists-love-stories-too-notes-fro
m-a-debate-that-never-took-place/}, author={Gonzalo, Frasca} }
```

```
@book{Juul_2003, title={The Game, the Player, the World: Looking for a Heart of
Gameness}, url={http://www.jesperjuul.net/text/gameplayerworld/}, publisher={Utrecht
University}, author={Juul, Jesper}, year={2003} }
```

```
@book{Juul_2005, address={Cambridge, MA}, title={Half-real: video games between real
rules and fictional worlds}, publisher={MIT Press}, author={Juul, Jesper}, year={2005} }
```

@book{Koster, Raph\_2013, address={Sebastopol, CA}, edition={2nd editio}, title={A theory of fun for game design}, publisher={O'Reilly}, author={Koster, Raph}, year={2013} }

@misc{Mäyrä\_2005, title={hc4: Frans Mayra, The Quiet Revolution: Three Theses for the Future of Game Studies | DiGRA}, url={http://www.digra.org/hc4-frans-mayra-the-quiet-revolution-three-theses-for-the-future-of-game-studies/}, author={Mäyrä, Frans}, year={2005} }

@book{McLuhan, Marshall, 1911-1980\_2001, address={London}, edition={2 Rev ed}, title={Understanding media: the extensions of man}, volume={Routledge Classics}, publisher={Routledge}, author={McLuhan, Marshall, 1911-1980}, year={2001} }

@book{Newman, James\_2013, address={London}, edition={2nd ed}, title={Videogames}, publisher={Routledge}, author={Newman, James}, year={2013} }

@book{Parlett, David Sidney\_1999, address={Oxford}, title={The Oxford history of board games}, publisher={Oxford University Press}, author={Parlett, David Sidney}, year={1999} }

@book{Raessens\_Goldstein\_2005, address={Cambridge, MA.}, title={Handbook of computer game studies}, url={https://web.mit.edu/~21fms/People/henry3/GamesNewLively.html}, publisher={MIT Press}, author={Raessens, Joost and Goldstein, Jeffrey H.}, year={2005} }

@book{Salen, Katie\_Zimmerman, Eric\_2006, address={Cambridge, Mass}, title={The game design reader: a Rules of play anthology}, publisher={MIT Press}, author={Salen, Katie and Zimmerman, Eric}, year={2006} }

@book{Squire, Kurt\_Jenkins, Henry\_2011, address={New York}, title={Video games and learning: teaching and participatory culture in the digital age}, volume={Technology, education--connections : the TEC series}, publisher={Teachers College Press}, author={Squire, Kurt and Jenkins, Henry}, year={2011} }

@book{Suits, Bernard\_1978, address={Edinburgh}, title={The grasshopper: games, life and Utopia}, publisher={Scottish Academic Press}, author={Suits, Bernard}, year={1978} }

@book{Wittgenstein\_Anscombe\_2009, address={Chichester, West Sussex}, edition={Revised 4th edition}, title={Philosophische Untersuchungen =: Philosophical investigations}, publisher={Wiley-Blackwell}, author={Wittgenstein, Ludwig and Anscombe, G. E. M.}, editor={Hacker, P. M. S. and Schulte, Joachim}, year={2009} }

@book{The Art of Computer Game Design\_1982, url={https://archive.org/details/artofcomputergam00chri/page/n3}, year={1982} }

@book{The medium of the video game\_2002, address={Austin}, edition={1st}, publisher={University of Texas Press}, year={2002} }

@book{Bigl\_Stoppe\_2013, address={Frankfurt am Main}, title={Playing with virtuality: theories and methods of computer game studies}, volume={5}, publisher={PL Academic

Research}, year={2013} }