## Introduction to Video Game Studies



[1]

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

[2]

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

[3]

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

[4]

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

[5]

J. Juul, The Game, the Player, the World: Looking for a Heart of Gameness. Utrecht University, 2003 [Online]. Available: http://www.jesperjuul.net/text/gameplayerworld/

[6]

The medium of the video game, 1st ed. Austin: University of Texas Press, 2002.

[7]

J. Raessens and J. H. Goldstein, Handbook of computer game studies. Cambridge, MA.: MIT Press, 2005 [Online]. Available:

https://web.mit.edu/~21fms/People/henry3/GamesNewLively.html

[8]

J. Juul, Half-real: video games between real rules and fictional worlds. Cambridge, MA: MIT Press, 2005.

[9]

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

[10]

The Art of Computer Game Design. 1982 [Online]. Available: https://archive.org/details/artofcomputergam00chri/page/n3

[11]

L. Wittgenstein and G. E. M. Anscombe, Philosophische Untersuchungen =: Philosophical investigations, Revised 4th edition. Chichester, West Sussex: Wiley-Blackwell, 2009.

[12]

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

[13]

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

[14]

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

[15]

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

[16]

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

[17]

E. Aarseth, 'Computer Game Studies, Year One', Game Studies, vol. 1, no. 1, 2001 [Online]. Available: https://www.gamestudies.org/0101/editorial.html

[18]

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

http://www.digra.org/digital-library/publications/ludologists-love-stories-too-notes-from-a-debate-that-never-took-place/

[19]

F. Mäyrä, 'hc4: Frans Mayra, The Quiet Revolution: Three Theses for the Future of Game Studies | DiGRA', 2005. [Online]. Available:

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

[20]

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

[21]

B. Bigl and S. Stoppe, Eds., Playing with virtuality: theories and methods of computer game studies, vol. 5. Frankfurt am Main: PL Academic Research, 2013.

## [22]

Squire, Kurt and Jenkins, Henry, Video games and learning: teaching and participatory culture in the digital age, vol. Technology, education--connections: the TEC series. New York: Teachers College Press, 2011.

## [23]

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