Introduction to Video Game Studies

View Online



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.

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

6.

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

7.

Raessens J, Goldstein JH. Handbook of computer game studies [Internet]. Cambridge, MA.: MIT Press; 2005. Available from: https://web.mit.edu/~21fms/People/henry3/GamesNewLively.html

8.

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

9.

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

10.

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

11.

Wittgenstein L, Anscombe GEM. Philosophische Untersuchungen =: Philosophical investigations. Revised 4th edition. Hacker PMS, Schulte J, editors. 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., 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.

Aarseth E. Computer Game Studies, Year One. Game Studies [Internet]. 2001;1(1). Available from: https://www.gamestudies.org/0101/editorial.html

18.

Gonzalo F. Ludologists love stories, too: notes from a debate that never took place [Internet]. Available from: 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 [Internet]. 2005. Available from: 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. New York, NY: Palgrave Macmillan; 2007.

21.

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

22.

Squire, Kurt, 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.