

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]

Copier, Marinka and Raessens, Joost, 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 edn. Austin: University of Texas Press, 2002.

[7]

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

[8]

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

[9]

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

[10]

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

[11]

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

[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]

Aarseth, Espen, 'Computer Game Studies, Year One', *Game Studies*, vol. 1, no. 1, 2001, [Online]. Available: <http://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'. [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]

M. Barr, 'Playing with Virtuality: Theories and Methods of Computer Game Studies (Medienrausch) [Paperback]', Peter Lang GmbH; 1 edition (5 Jun 2013), pp. 229–312. [Online]. Available: <http://www.amazon.co.uk/dp/3631640609>

[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.