

Introduction to Video Game Studies

View Online



Aarseth, Espen. 'Computer Game Studies, Year One'. *Game Studies* 1.1 (2001): n. pag. Web. <<http://www.gamestudies.org/0101/editorial.html>>.

Avedon, Elliott M. and Sutton-Smith, Brian. *The Study of Games*. Huntington, N.Y.: R. E. Krieger Pub. Co, 1979. Print.

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

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

Csikszentmihalyi, Mihaly. *Flow: The Psychology of Optimal Experience*. 1st Harper Perennial Modern Classics ed. New York, NY: Harper Perennial, 2008. Print.

Donovan, Tristan. *Replay: The History of Video Games*. Lewes, East Sussex: Yellow Ant, 2010. Print.

---. *Replay: The History of Video Games*. Lewes, East Sussex: Yellow Ant, 2010. Print.

Egenfeldt-Nielsen, Simon. *Understanding Video Games: The Essential Introduction*. 2nd ed. New York: Routledge, 2013. Print.

Gee, James Paul. *What Video Games Have to Teach Us about Learning and Literacy*. Rev. and updated ed. New York, NY: Palgrave Macmillan, 2007. Print.

Gonzalo, Frasca. *Ludologists Love Stories, Too: Notes from a Debate That Never Took Place*. N.p. Web. <<http://www.digra.org/digital-library/publications/ludologists-love-stories-too-notes-from-a-debate-that-never-took-place/>>.

Jenkins, Henry. 'Games, the New Lively Art'. *Handbook of Computer Game Studies* (2005): n. pag. Web. <<http://web.mit.edu/21fms/People/henry3/GamesNewLively.html>>.

Juul, Jesper, 1970-. *Half-Real: Video Games between Real Rules and Fictional Worlds*. Cambridge, Mass: MIT Press, 2011. Print.

Koster, Raph. *A Theory of Fun for Game Design*. 2nd editio. Sebastopol, CA: O'Reilly, 2013. Print.

Mäyrä, Frans. 'Hc4: Frans Mayra, The Quiet Revolution: Three Theses for the Future of Game Studies | DiGRA'. N.p., 2005. Web.
<<http://www.digra.org/hc4-frans-mayra-the-quiet-revolution-three-theses-for-the-future-of-game-studies/>>.

McLuhan, Marshall, 1911-1980. *Understanding Media: The Extensions of Man*. 2 Rev ed. Routledge Classics. London: Routledge, 2001. Print.

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

Parlett, David Sidney. *The Oxford History of Board Games*. Oxford: Oxford University Press, 1999. Print.

Salen, Katie and Zimmerman, Eric. *The Game Design Reader: A Rules of Play Anthology*. Cambridge, Mass: MIT Press, 2006. Print.

Squire, Kurt and Jenkins, Henry. *Video Games and Learning: Teaching and Participatory Culture in the Digital Age*. Technology, education--connections : the TEC series. New York: Teachers College Press, 2011. Print.

Suits, Bernard. *The Grasshopper: Games, Life and Utopia*. Edinburgh: Scottish Academic Press, 1978. Print.

The Art of Computer Game Design. N.p., 1982. Web.
<<https://archive.org/details/artofcomputergam00chri/page/n3>>.

The Medium of the Video Game. 1st ed. Austin: University of Texas Press, 2002. Print.

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