

# 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, Raessens, Joost. 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.

Jenkins, Henry. Games, the new lively art. Handbook of Computer Game Studies [Internet]. 2005; Available from: <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, 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, Ludwig, 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., 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. 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* [Internet]. 2001;1(1). Available from: <http://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-debate-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-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.

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

22.

Squire, Kurt, Jenkins, Henry. *Video games and learning: teaching and participatory culture in the digital age*. 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.