Understanding Video Games: The Essential Introduction (Paperback)

By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca

Taylor Francis Ltd, United Kingdom, 2016. Paperback. Condition: New. 3rd Revised edition. Language: English . Brand New Book. Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development-including mobile, casual, educational, and indie gaming. In the third edition of this textbook, students will: * Learn the major theories and schools of thought used to study games, including ludology and narratology; * Understand the commercial and organizational aspects of the game industry; * Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming; * Explore the aesthetics of game design, including rules, graphics, audio, and time; * Analyze the narrative strategies and genre approaches used in video games; * Consider the debate surrounding the effects of violent video games and the impact of serious games. Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, Understanding Video...

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