Codename Revolution The Nintendo Wii Platform Platform Studies

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Now the Chips Are Down - Alison Gazzard 2016-02-12
The story of a pioneering microcomputer: its beginnings as part of a national Computer Literary Project, its innovative hardware, and its creative uses. In 1982, the British Broadcasting Corporation launched its Computer Literacy Project, intended "to introduce interested adults to the world of computers and computing." The BBC accompanied this initiative with television programs, courses, books, and software—an early experiment in multi-platform education. The BBC, along with Acorn Computers, also introduced the BBC Microcomputer, which would be at the forefront of the campaign. The BBC Micro was designed to meet the needs of users in homes and schools, to demystify computing, and to counter the general pessimism among the media in Britain about technology. In this book, Alison Gazzard looks at the BBC Micro, examining the early capabilities of multi-platform content generation and consumption and the multiple literacies this approach enabled—not only in programming and software creation, but also in accessing information across a range of media, and in "do-it-yourself" computing. She links many of these early developments to current new-media practices. Gazzard looks at games developed for the BBC Micro, including Granny's Garden, an educational game for primary schools, and Elite, the seminal space-trading game. She considers the shift in focus from hardware to peripherals, describing the Teletext Adapter as an early model for software distribution and the Domesday Project (which combined texts, video, and still photographs) as a hypermedia-like experience. Gazzard's account shows the BBC Micro not only as a vehicle for various literacies but also as a user-oriented machine that pushed the boundaries of what could be achieved in order to produce something completely new.

Playable Bodies - Kiri Miller 2017-03-01
What happens when machines teach humans to dance? Dance video games transform players' experiences of popular music, invite experimentation with gendered and racialized movement styles, and present new possibilities for teaching, learning, and archiving choreography. Drawing on five years of research with players, game designers, and choreographers for the Just Dance and Dance Central games, Playable Bodies situates dance games in a media ecology that includes the larger game industry, viral music videos, reality TV competitions, marketing campaigns, and emerging surveillance technologies. Author Kiri Miller tracks the circulation of dance gameplay and related body projects across media platforms to reveal how dance games function as intimate media, configuring new relationships among

humans, interfaces, music and dance repertoires, and social media practices.

Super Power, Spoony Bards, and Silverware - Dominic Arsenault 2017-09-01
How the Super Nintendo Entertainment System embodied Nintendo's resistance to innovation and took the company from industry leadership to the margins of videogaming. This is a book about the Super Nintendo Entertainment System that is not celebratory or self-congratulatory. Most other accounts declare the Super NES the undisputed victor of the "16-bit console wars" of 1989–1995. In this book, Dominic Arsenault reminds us that although the SNES was a strong platform filled with high-quality games, it was also the product of a short-sighted corporate vision focused on maintaining Nintendo's market share and business model. This led the firm to fall from a dominant position during its golden age (dubbed by Arsenault the "ReNESsance") with the NES to the margins of the industry with the Nintendo 64 and GameCube consoles. Arsenault argues that Nintendo's conservative business strategies and resistance to innovation during the SNES years explain its market defeat by Sony's PlayStation. Extending the notion of "platform" to include the marketing forces that shape and constrain creative work, Arsenault draws not only on game studies and histories but on game magazines, boxes, manuals, and advertisements to identify the technological discourses and business models that formed Nintendo's Super Power. He also describes the cultural changes in video games during the 1990s that slowly eroded the love of gamer enthusiasts for the SNES as the Nintendo generation matured. Finally, he chronicles the many technological changes that occurred through the SNES's lifetime, including full-motion video, CD-ROM storage, and the shift to 3D graphics. Because of the SNES platform's architecture, Arsenault explains, Nintendo resisted these changes and continued to focus on traditional gameplay genres.

Minitel - Julien Mailland 2017-06-23
The first scholarly book in English on Minitel, the pioneering French computer network, offers a history of a technical system and a cultural phenomenon. A decade before the Internet became a medium for the masses in the United States, tens of millions of users in France had access to a network for e-mail, e-commerce, chat, research, game playing, blogging, and even an early form of online porn. In 1983, the French government rolled out Minitel, a computer network that achieved widespread adoption in just a few years as the government distributed free terminals to every French telephone subscriber. With this volume, Julien Mailland and Kevin Driscoll offer the first scholarly book in English on Minitel, examining it as both a technical system and a cultural phenomenon. Mailland and Driscoll argue that Minitel was a technical marvel, a commercial success, and an ambitious social experiment. Other early networks may have introduced protocols and software standards that continue to be used today, but Minitel foretold the social effects of widespread telecomputing. They examine the unique balance of forces that enabled the growth of Minitel: public and private, open and closed, centralized and decentralized. Mailland and Driscoll describe Minitel's key technological components, novel online services, and thriving virtual communities. Despite the seemingly tight grip of the state, however, a lively Minitel culture emerged, characterized by spontaneity, imagination, and creativity. After three decades of continuous service, Minitel was shut down in 2012, but the history of Minitel should continue to inform our thinking about Internet policy, today and into the future.

Japanese Role-Playing Games - Rachael Hutchinson 2022-04-11
This book examines the origins and boundaries of Japanese digital role-playing games. A geographically diverse roster of contributors introduces English-speaking audiences to Japanese video game scholarship and applies postcolonial and philosophical readings to the Japanese game text.

Analog Game Studies: Volume III - Evan Torner 2019-02-05
Analog Game Studies is a bi-monthy journal for the research and critique of analog games. We define analog games broadly and include work on tabletop and live-action role-playing games, board games, card games, pervasive games, game-like performances, carnival games, experimental games, and more. Analog Game Studies was founded to reserve a space

for scholarship on analog games in the wider field of game studies.

Gaming the Stage - Gina Bloom 2018-07-12
Rich connections between gaming and theater stretch back to the 16th and 17th centuries, when England's first commercial theaters appeared right next door to gaming houses and blood-sport arenas. In the first book-length exploration of gaming in the early modern period, Gina Bloom shows that theaters succeeded in London's new entertainment marketplace largely because watching a play and playing a game were similar experiences. Audiences did not just see a play; they were encouraged to play the play, and knowledge of gaming helped them become better theatergoers. Examining dramas written for these theaters alongside evidence of analog games popular then and today, Bloom argues for games as theatrical media and theater as an interactive gaming technology. Gaming the Stage also introduces a new archive for game studies: scenes of onstage gaming, which appear at climactic moments in dramatic literature. Bloom reveals plays to be systems of information for theater spectators: games of withholding, divulging, speculating, and wagering on knowledge. Her book breaks new ground through examinations of plays such as The Tempest, Arden of Faversham, A Woman Killed with Kindness, and A Game at Chess; the histories of familiar games such as cards, backgammon, and chess; less familiar ones, like Game of the Goose; and even a mixed-reality theater videogame.

I Am Error - Nathan Altice 2017-09-08
The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame Zelda II: The Adventure of Link, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic mesage was a programming flaw, but it was actually a clumsy Japanese-English translation of "My Name is Error," a benign programmer's joke. In I AM ERROR Nathan Altice explores the complex material histories of the Nintendo Entertainment System (and its Japanese predecessor, the Family Computer), offering a detailed analysis of its programming and engineering, its expressive affordances, and its cultural significance. Nintendo games were rife with mistranslated texts, but, as Altice explains, Nintendo's translation challenges were not just linguistic but also material, with consequences beyond simple misinterpretation. Emphasizing the technical and material evolution of Nintendo's first cartridge-based platform, Altice describes the development of the Family Computer (or Famicom) and its computational architecture; the "translation" problems faced while adapting the Famicom for the U.S. videogame market as the redesigned Entertainment System; Nintendo's breakthrough console title Super Mario Bros. and its remarkable software innovations; the introduction of Nintendo's short-lived proprietary disk format and the design repercussions on The Legend of Zelda; Nintendo's efforts to extend their console's lifespan through cartridge augmentations; the Famicom's Audio Processing Unit (APU) and its importance for the chiptunes genre; and the emergence of software emulators and the new kinds of play they enabled.

Transnational Convergence of East Asian Pop Culture - Seok-Kyeong Hong 2021-03-09
This book observes and analyses transnational interactions of East Asian pop culture and current cultural practices, comparing them to the production and consumption of Western popular culture and providing a theoretical discussion regarding the specific paradigm of East Asian pop culture. Drawing on innovative theoretical perspectives and grounded empirical research, an international team of authors consider the history of transnational flows within pop culture and then systematically address pop culture itself, digital technologies, and the media industry. Chapters cover the Hallyu – or Korean Wave – phenomenon, as well as Japanese and Chinese cultural industries. Throughout the book, the authors address the convergence of the once-separated practical, industrial, and business aspects of popular culture under the influence of digital culture. They further coherently synthesize a vast collection of research to examine the specific realities and practices of consumers that exist beyond regional boundaries, shared cultural identities, and historical constructs. This book will be of interest to academic researchers,

undergraduates, and graduate students studying Asian media, media studies, communication studies, cultural studies, transcultural communication, or sociology.

The Future Was Here - Jimmy Maher 2018-01-26
Exploring the often-overlooked history and technological innovations of the world's first true multimedia computer. Long ago, in 1985, personal computers came in two general categories: the friendly, childish game machine used for fun (exemplified by Atari and Commodore products); and the boring, beige adult box used for business (exemplified by products from IBM). The game machines became fascinating technical and artistic platforms that were of limited real-world utility. The IBM products were all utility, with little emphasis on aesthetics and no emphasis on fun. Into this bifurcated computing environment came the Commodore Amiga 1000. This personal computer featured a palette of 4,096 colors, unprecedented animation capabilities, four-channel stereo sound, the capacity to run multiple applications simultaneously, a graphical user interface, and powerful processing potential. It was, Jimmy Maher writes in The Future Was Here, the world's first true multimedia personal computer. Maher argues that the Amiga's capacity to store and display color photographs, manipulate video (giving amateurs access to professional tools), and use recordings of real-world sound were the seeds of the digital media future: digital cameras, Photoshop, MP3 players, and even YouTube, Flickr, and the blogosphere. He examines different facets of the platform—from Deluxe Paint to AmigaOS to Cinemaware—in each chapter, creating a portrait of the platform and the communities of practice that surrounded it. Of course, Maher acknowledges, the Amiga was not perfect: the DOS component of the operating systems was clunky and ill-matched, for example, and crashes often accompanied multitasking attempts. And Commodore went bankrupt in 1994. But for a few years, the Amiga's technical qualities were harnessed by engineers, programmers, artists, and others to push back boundaries and transform the culture of computing.

Videogames, Identity and Digital Subjectivity - Rob Gallagher 2017-07-06

This book argues that games offer a means of coming to terms with a world that is being transformed by digital technologies. As blends of software and fiction, videogames are uniquely capable of representing and exploring the effects of digitization on day-to-day life. By modeling and incorporating new technologies (from artificial intelligence routines and data mining techniques to augmented reality interfaces), and by dramatizing the implications of these technologies for understandings of identity, nationality, sexuality, health and work, games encourage us to playfully engage with these issues in ways that traditional media cannot.

Topics in Parallel and Distributed Computing - Sushil K. Prasad 2018-09-29

This book introduces beginning undergraduate students of computing and computational disciplines to modern parallel and distributed programming languages and environments, including map-reduce, general-purpose graphics processing units (GPUs), and graphical user interfaces (GUI) for mobile applications. The book also guides instructors via selected essays on what and how to introduce parallel and distributed computing topics into the undergraduate curricula, including quality criteria for parallel algorithms and programs, scalability, parallel performance, fault tolerance, and energy efficiency analysis. The chapters designed for students serve as supplemental textual material for early computing core courses, which students can use for learning and exercises. The illustrations, examples, and sequences of smaller steps to build larger concepts are also tools that could be inserted into existing instructor material. The chapters intended for instructors are written at a teaching level and serve as a rigorous reference to include learning goals, advice on presentation and use of the material, within early and advanced undergraduate courses. Since Parallel and Distributed Computing (PDC) now permeates most computing activities, imparting a broad-based skill set in PDC technology at various levels in the undergraduate educational fabric woven by Computer Science (CS) and Computer Engineering (CE) programs as well as related computational disciplines has become essential. This book and others in this series aim to address the need for lack of suitable textbook support

for integrating PDC-related topics into undergraduate courses, especially in the early curriculum. The chapters are aligned with the curricular guidelines promulgated by the NSF/IEEE-TCPP Curriculum Initiative on Parallel and Distributed Computing for CS and CE students and with the CS2013 ACM/IEEE Computer Science Curricula.

Fitness, Technology and Society - Brad Millington 2017-09-18
The fitness industry is experiencing a new boom characterized by the proliferation of interactive and customizable technology, from exercise-themed video games to smartphone apps to wearable fitness trackers. This new technology presents the possibility of boundless self-tracking, generating highly personalized data for self-assessment and for sharing among friends. While this may be beneficial – for example, in encouraging physical activity – the new fitness boom also raises important questions about the very nature of our relationship with technology. This is the first book to examine these questions through a critical scholarly lens. Addressing key themes such as consumer experience, gamification, and surveillance, Fitness, Technology and Society argues that fitness technologies – by 'datafying' the body and daily experience – are turning fitness into a constant pursuit. The book explores the origins of contemporary fitness technologies, considers their implications for consumers, producers, and for society in general, and reflects on what they suggest about the future of fitness experience. Casting new light on theories of technology and the body, this is fascinating reading for all those interested in physical cultural studies, technology, and the sociology of sport.

Codename Revolution - Steven E. Jones 2012-02-24
Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or "Wiimote") play with

their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what's on the screen to what's happening in physical space. This book describes the Wii's impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii's revolution in mimetic interface gaming—which eventually led to the release of Sony's Move and Microsoft's Kinect—to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.

The Media Snatcher - Carl Therrien 2019-10-08
An in-depth exploration of a neglected video game platform of the 1990s and a reflection on the way we construct the cultural history of video games. In The Media Snatcher, Carl Therrien offers an in-depth exploration of NEC's PC Engine/TurboGrafx-16, a little-studied video game platform released in the late 1980s. The PC Engine was designed to bring technological expandability to the world of game consoles; The Media Snatcher's subtitle evokes some of the expansions and the numerous rebranded versions of the system released by NEC, including the first CD-ROM add-on in video game history. The platform makers hoped that expandability would allow its console to remain at the cutting edge and even catch up with such perceptually rich media as cinema and anime. More than a simple shape-shifter, the PC Engine became a media snatcher. Therrien examines the multidirectional interactions of video game technologies, commercial structures, and cultural dynamics. He considers, among other things, hyperbolic marketing and its impact on how we construct video game history; glitches, technological obsolescence, and the difficulty of conducting media archaeology of the

recent past; the emergence of male-centered power fantasies through audiovisual rewards; the rise of original genres such as visual novels; and the sustained efforts to integrate PC Engine software in the sprawling media landscape of Japan (where the PC Engine found much of its success). Avoiding the usual techno-industrial glorification, Therrien recounts the bold technological aspirations of the platform makers and the struggles to make the actual technology realize its potential.

Location-Based Gaming - Dale Leorke 2018-06-29
Location-based games emerged in the early 2000s following the commercialisation of GPS and artistic experimentation with 'locative media' technologies. Location-based games are played in everyday public spaces using GPS and networked, mobile technologies to track their players' location. This book traces the evolution of location-based gaming, from its emergence as a marginal practice to its recent popularisation through smartphone apps like Pokémon Go and its incorporation into 'smart city' strategies. Drawing on this history and an analysis of the scholarly and mainstream literature on location-based games, Leorke unpacks the key claims made about them. These claims position location-based games as alternately enriching or diminishing their players' engagement with the people and places they encounter through the game. Through rich case studies and interviews with location-based game designers and players, Leorke tests out and challenges these celebratory and pessimistic discourses. He argues for a more grounded approach to researching location-based games and their impact on public space that reflects the ideologies, lived experiences, and institutional imperatives that circulate around their design and performance. By situating location-based games within broader debates about the role of play and digitisation in public life, Location-Based Gaming offers an original and timely account of location-based gaming and its growing prominence.

Video Game Policy - Steven Conway 2015-10-14
This book analyzes the effect of policy on the digital game complex: government, industry, corporations, distributors, players, and the like. Contributors argue that digital games are not created nor consumed outside of the complex power relationships that dictate the full production and distribution cycles, and that we need to consider those relationships in order to effectively "read" and analyze digital games. Through examining a selection of policies, e.g. the Australian government's refusal (until recently) to allow an R18 rating for digital games, Blizzard's policy in regards to intellectual property, Electronic Arts' corporate policy for downloadable content (DLC), they show how policy, that is to say the rules governing the production, distribution and consumption of digital games, has a tangible effect upon our understanding of the digital game medium.

Videogames - James A. Newman 2013
"James Newman's lucid and engaging introduction guides the reader through the world of videogaming, providing a history of the videogame from its origins in the computer lab to its contemporary status as a global entertainment industry, with characters such as Lara Croft and Sonic the Hedgehog familiar even to those who've never been near a games console. Topics covered include: classifications, game theory and interactivity - what is a videogame? the videogame audience the videogame industry videogame structure narratives and play- approaches to the study of videogames videogames, avatars and virtual worlds social gaming and the culture of videogames This second edition updates the book to include recent developments such as: the popularity of the wii and the increase in non-traditional gamers and more physical gaming the development of MMOGs (massively multiplayer online games) such as World of Warcraft games being downloaded as apps or accessed via mobile phones, iPods and social networking sites"--

The Johns Hopkins Guide to Digital Media - Marie-Laure Ryan 2014-04-15
The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

Introduction to Game Analysis - Clara Fernández-Vara 2019-01-21
This accessible textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis. As the field of game studies grows, videogame writing is evolving from the mere

evaluation of gameplay, graphics, sound, and replayablity, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context. Clara Fernández-Vara's concise primer provides readers with instruction on the basic building blocks of game analysis—examination of context, content and reception, and formal qualities—as well as the vocabulary necessary for talking about videogames' distinguishing characteristics. Examples are drawn from a range of games, both digital and non-digital—from Portal and World of Warcraft to Monopoly—and the book provides a variety of exercises and sample analyses, as well as a comprehensive ludography and glossary. In this second edition of the popular textbook, Fernández-Vara brings the book firmly up-to-date, pulling in fresh examples from ground-breaking new works in this dynamic field. Introduction to Game Analysis remains a unique practical tool for students who want to become more fluent writers and critics not only of videogames, but also of digital media overall.

The Emergence of the Digital Humanities - Steven E. Jones 2013-08-15
The past decade has seen a profound shift in our collective understanding of the digital network. What was once understood to be a transcendent virtual reality is now experienced as a ubiquitous grid of data that we move through and interact with every day, raising new questions about the social, locative, embodied, and object-oriented nature of our experience in the networked world. In The Emergence of the Digital Humanities, Steven E. Jones examines this shift in our relationship to digital technology and the ways that it has affected humanities scholarship and the academy more broadly. Based on the premise that the network is now everywhere rather than merely "out there," Jones links together seemingly disparate cultural events—the essential features of popular social media, the rise of motion-control gaming and mobile platforms, the controversy over the "gamification" of everyday life, the spatial turn, fabrication and 3D printing, and electronic publishing—and argues that cultural responses to changes in technology provide an essential context for understanding the emergence of the digital humanities as a new field of study in this millennium.

Flash - Anastasia Salter 2014-08-29
How Flash rose and fell as the world's most ubiquitous yet divisive software platform, enabling the development and distribution of a world of creative content. Adobe Flash began as a simple animation tool and grew into a multimedia platform that offered a generation of creators and innovators an astonishing range of opportunities to develop and distribute new kinds of digital content. For the better part of a decade, Flash was the de facto standard for dynamic online media, empowering amateur and professional developers to shape the future of the interactive Web. In this book, Anastasia Salter and John Murray trace the evolution of Flash into one of the engines of participatory culture. Salter and Murray investigate Flash as both a fundamental force that shaped perceptions of the web and a key technology that enabled innovative interactive experiences and new forms of gaming. They examine a series of works that exemplify Flash's role in shaping the experience and expectations of web multimedia. Topics include Flash as a platform for developing animation (and the "Flashimation" aesthetic); its capacities for scripting and interactive design; games and genres enabled by the reconstruction of the browser as a games portal; forms and genres of media art that use Flash; and Flash's stance on openness and standards—including its platform-defining battle over the ability to participate in Apple's own proprietary platforms. Flash's exit from the mobile environment in 2011 led some to declare that Flash was dead. But, as Salter and Murray show, not only does Flash live, but its role as a definitive cross-platform tool continues to influence web experience.

Fans and Videogames - Melanie Swalwell 2017-03-03
This anthology addresses videogames long history of fandom, and fans' important role in game history and preservation. In order to better understand and theorize video games and game playing, it is necessary to study the activities of gamers themselves. Gamers are active creators in generating meaning; they are creators of media texts they share with other fans (mods, walkthroughs, machinima, etc); and they have played a central role in curating and preserving games through activities such as their collective work on: emulation, creating online archives and the

forensic archaeology of code. This volume brings together essays that explore game fandom from diverse perspectives that examine the complex processes at work in the phenomenon of game fandom and its practices. Contributors aim to historicize game fandom, recognize fan contributions to game history, and critically assess the role of fans in ensuring that game culture endures through the development of archives.

Ethnomusicology: A Contemporary Reader, Volume II - Jennifer C. Post 2017-09-20
Ethnomusicology: A Contemporary Reader, Volume II provides an overview of developments in the study of ethnomusicology in the twenty-first century, offering an introduction to contemporary issues relevant to the field. Nineteen essays, written by an international array of scholars, highlight the relationship between current issues in the discipline and ethnomusicologists' engagement with issues such as advocacy, poverty and social participation, maintaining intangible cultural heritages, and ecological concerns. It provides a forum for rethinking the discipline's identity in terms of major themes and issues to which ethnomusicologists have turned their attention since Volume I published in 2005. The collection of essays is organized into six sections: Property and Rights Applied Practice Knowledge and Agency Community and Social Space Embodiment and Cognition Curating Sound Volume II serves as a basic introduction to the best writing in the field for students, professors, and music professionals, perfect for both introductory and upper level courses in world music. Together with the first volume, Ethnomusicology: A Contemporary Reader, Volume II provides a comprehensive survey of current research directions.

Storytelling in the Media Convergence Age - R. Pearson 2014-12-18
Why do screen narratives remain so different in an age of convergence and globalisation that many think is blurring distinctions? This collection attempts to answer this question using examples drawn from a range of media, from Hollywood franchises to digital comics, and a range of countries, from the United States to Japan

Media in Mind - Daniel Reynolds 2018-11-30

Where do you end, and where do media begin? In Media in Mind, author Daniel Reynolds draws upon naturalist philosophies of the mind from John Dewey through contemporary theories of embodied and extended cognition to make the case that the lines separating media from the minds of their users are not blurry or variable so much as they never existed to begin with. Through analyses of films and video games from 1900 to the present, Media in Mind shows how media forms and technologies challenge dominant models of perception and mental representation, and how they complicate theoretical understanding of concepts like the platform and the interface. In order to do justice to the profound and literally mind-changing power of media, Reynolds argues, we need to think not so much about the relationship between media and the mind as about the roles that media play in our minds. Through this crucial distinction, Media in Mind surveys more than a century of media theory to illustrate the ways that scholars of film and digital media have situated and reconsidered a series of divisions between media, user, and world, and how these conceptual divisions have reflected and inflected their ways of understanding the mind.

Experimental Games - Patrick Jagoda 2020-12-07
In our unprecedentedly networked world, games have come to occupy an important space in many of our everyday lives. Digital games alone engage an estimated 2.5 billion people worldwide as of 2020, and other forms of gaming, such as board games, role playing, escape rooms, and puzzles, command an ever-expanding audience. At the same time, "gamification"—the application of game mechanics to traditionally nongame spheres, such as personal health and fitness, shopping, habit tracking, and more—has imposed unprecedented levels of competition, repetition, and quantification on daily life. Drawing from his own experience as a game designer, Patrick Jagoda argues that games need not be synonymous with gamification. He studies experimental games that intervene in the neoliberal project from the inside out, examining a broad variety of mainstream and independent games, including StarCraft, Candy Crush Saga, Stardew Valley, Dys4ia, Braid, and Undertale. Beyond a diagnosis of gamification, Jagoda imagines ways

that games can be experimental—not only in the sense of problem solving, but also the more nuanced notion of problem making that embraces the complexities of our digital present. The result is a game-changing book on the sociopolitical potential of this form of mass entertainment.

Software, Animation and the Moving Image - A. Wood 2014-12-12
Software, Animation and the Moving Image brings a unique perspective to the study of computer-generated animation by placing interviews undertaken with animators alongside an analysis of the user interface of animation software. Wood develops a novel framework for considering computer-generated images found in visual effects and animations.

Peripheral Vision - Zabet Patterson 2015-07-24
How the S-C 4020—a mainframe peripheral intended to produce scientific visualizations—shaped a series of early computer art projects that emerged from Bell Labs. In 1959, the electronics manufacturer Stromberg-Carlson produced the S-C 4020, a device that allowed mainframe computers to present and preserve images. In the mainframe era, the output of text and image was quite literally peripheral; the S-C 4020—a strange and elaborate apparatus, with a cathode ray screen, a tape deck, a buffer unit, a film camera, and a photo-paper camera—produced most of the computer graphics of the late 1950s and early 1960s. At Bell Laboratories in Murray Hill, New Jersey, the S-C 4020 became a crucial part of ongoing encounters among art, science, and technology. In this book, Zabet Patterson examines the extraordinary uses to which the Bell Labs SC-2040 was put between 1961 and 1972, exploring a series of early computer art projects shaped by the special computational affordances of the S-C 4020. The S-C 4020 produced tabular data, graph plotting and design drawings, grid projections, and drawings of axes and vectors; it made previously impossible visualizations possible. Among the works Patterson describes are E. E. Zajac's short film of an orbiting satellite, which drew on the machine's graphic capacities as well as the mainframe's calculations; a groundbreaking exhibit of "computer generated pictures" by Béla Julesz and Michael Noll, two scientists interested in visualization; animations by Kenneth Knowlton and the Bell Labs artist-in-residence Stan VanDerBeek; and Lillian Schwartz's "cybernetic" film Pixillation. Arguing for the centrality of a peripheral, Patterson makes a case for considering computational systems not simply as machines but in their cultural and historical context.

Hybrid Play - Adriana de Souza e Silva 2020-02-26
This book explores hybrid play as a site of interdisciplinary activity—one that is capable of generating new forms of mobility, communication, subjects, and artistic expression as well as new ways of interacting with and understanding the world. The chapters in this collection explore hybrid making, hybrid subjects, and hybrid spaces, generating interesting conversations about the past, current and future nature of hybrid play. Together, the authors offer important insights into how place and space are co-constructed through play; how, when, and for what reasons people occupy hybrid spaces; and how cultural practices shape elements of play and vice versa. A diverse group of scholars and practitioners provides a rich interdisciplinary perspective, which will be of great interest to those working in the areas of games studies, media studies, communication, gender studies, and media arts.

Storytelling Industries - Anthony N. Smith 2018-06-28
This book shows how the unique characteristics of traditionally differentiated media continue to determine narrative despite the recent digital convergence of media technologies. The author argues that media are now each largely defined by distinctive industrial practices that continue to preserve their identities and condition narrative production. Furthermore, the book demonstrates how a given medium's variability in institutional and technological contexts influences diverse approaches to storytelling. By connecting US film, television, comic book and video game industries to their popular fictional characters and universes; including Star Wars, Batman, Game of Thrones and Grand Theft Auto; the book identifies how differences in industrial practice between media inform narrative production. This book is a must read for students and scholars interested in transmedia storytelling.

Sports Videogames - Mia Consalvo 2013-07-18

From Pong to Madden NFL to Wii Fit, Sports Videogames argues for the multiple ways that sports videogames—alongside televised and physical sports—impact one another, and how players and viewers make sense of these multiple forms of play and information in their daily lives. Through case studies, ethnographic explorations, interviews and surveys, and by analyzing games, players, and the sports media industry, contributors from a wide variety of disciplines demonstrate the depth and complexity of games that were once considered simply sports simulations. Contributors also tackle key topics including the rise of online play and its implications for access to games, as well as how regulations surrounding player likenesses present challenges to the industry. Whether you're a scholar or a gamer, Sports Videogames offers a grounded, theory-building approach to how millions make sense of videogames today.

Who Are You? - Alex Custodio 2020-10-13
The Game Boy Advance platform as computational system and cultural artifact, from its 2001 release through hacks, mods, emulations, homebrew afterlives. In 2002, Nintendo of America launched an international marketing campaign for the Game Boy Advance that revolved around the slogan "Who Are You?"—asking potential buyers which Nintendo character, game, or even device they identified with and attempting to sell a new product by exploiting players' nostalgic connections to earlier ones. Today, nearly two decades after its release, and despite the development of newer and more powerful systems, Nintendo's Game Boy Advance lives on, through a community that continues to hack, modify, emulate, make, break, remake, redesign, trade, use, love, and play with the platform. In this book Alex Custodio traces the network of hardware and software afterlives of the Game Boy Advance platform. Each chapter considers a component of this network—hardware, software, peripheral, or practice—that illuminates the platform's unique features as a computational system and a cultural artifact. Examining the evolution of the design and architecture of Nintendo's handhelds and home consoles, and the constraints imposed on developers and players, for example, Custodio finds that Nintendo essentially embeds nostalgia into its hardware. She explores Nintendo's expansion of the platform through interoperability; physical and affective engagement with the Game Boy Advance; portability, private space, and social interaction; the platformization of nostalgia; fan-generated content including homebrew, hacking, and hardware modding; and e-waste—the final afterlife of consumer electronics. Although the Game Boy Advance is neither the most powerful nor the most popular of Nintendo's handhelds, Custodio argues, it is the platform that most fundamentally embodies Nintendo's reliance on the aesthetics and materiality of nostalgia.

Four Shades of Gray - Simon Peter Rowberry 2022-04-05
This first book-length analysis of Amazon's Kindle explores the platform's technological, bibliographical, and social impact on publishing. Four Shades of Gray offers the first book-length analysis of Amazon's Kindle and its impact on publishing. Simon Peter Rowberry recounts how Amazon built the infrastructure for a new generation of digital publications, then considers the consequences of having a single company control the direction of the publishing industry. Exploring the platform from the perspectives of technology, texts, and uses, he shows how the Kindle challenges traditional notions of platforms as discrete entities. He argues that Amazon's influence extends beyond "disruptive technology" to embed itself in all aspects of the publishing trade; yet despite industry pushback, he says, the Kindle has had a positive influence on publishing. Rowberry documents the first decade of the Kindle with case studies of Kindle Popular Highlights, an account of the digitization of books published after 1922, and a discussion of how Amazon's patent filings reflect a shift in priorities. Rowberry argues that while it was initially convenient for the book trade to outsource ebook development to Amazon, doing so has had adverse consequences for publishers in the mid- and long term, limiting opportunities for developing an inclusive and forward-thinking digital platform. While it has forced publishers to embrace digital forms, the Kindle has also empowered some previously marginalized readerships. Although it is still too early to judge the long-term impact of ebooks compared with that of

the older technologies of clay tablets, the printing press, and offset printing, the shockwaves of the Kindle continue to shape publishing.

Debugging Game History - Henry Lowood 2016-06-03

Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf

A New Companion to Digital Humanities - Susan Schreibman 2016-01-26

This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization Brings together a global team of authors who are pioneers of innovative research in the digital humanities Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities

The Routledge Companion to Video Game Studies - Mark J.P. Wolf 2014-01-03

The number of publications dealing with video game studies has exploded over the course of the last decade, but the field has produced few comprehensive reference works. The Routledge Companion to Video Game Studies, compiled by well-known video game scholars Mark J. P. Wolf and Bernard Perron, aims to address the ongoing theoretical and methodological development of game studies, providing students, scholars, and game designers with a definitive look at contemporary video game studies. Features include: comprehensive and interdisciplinary models and approaches for analyzing video games; new perspectives on video games both as art form and cultural phenomenon; explorations of the technical and creative dimensions of video games;

accounts of the political, social, and cultural dynamics of video games. Each essay provides a lively and succinct summary of its target area, quickly bringing the reader up-to-date on the pertinent issues surrounding each aspect of the field, including references for further reading. Together, they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student, scholar, and designer alike.

Shigeru Miyamoto - Jennifer deWinter 2015-05-21
Video games are considered by many to be just entertainment-essentially void of skillful, artistic intervention. But as any gamer knows, there's incredible technical and graphic talent behind even a flickering Gameboy screen. You may have never heard Shigeru Miyamoto's name, but you've probably spent many a lazy afternoon absorbed in his work. Joining Nintendo as a video game designer in the late 1970s, Miyamoto created the powerhouse franchises Super Mario Bros., The Legend of Zelda, and Donkey Kong-games so ubiquitous that Miyamoto was named one of TIME's 100 Most Influential People in 2007. Combining critical essays with interviews, bibliographies, and striking visuals, Shigeru Miyamoto unveils the artist behind thousands of glowing gaming screens, tracing out his design decisions, aesthetic preferences, and the material conditions that shaped his work. With this incredible (and incredibly unknown) figure, series editors Jennifer DeWinter and Carly Kocurek launch the Influential Video Game Designers series, at last giving these artists the recognition they deserve.

Intermedial Studies - Jørgen Bruhn 2021-11-18
Intermedial Studies provides a concise, hands-on introduction to the analysis of a broad array of texts from a variety of media – including literature, film, music, performance, news and videogames, addressing fiction and non-fiction, mass media and social media. The detailed introduction offers a short history of the field and outlines the main theoretical approaches to the field. Part I explains the approach, examining and exemplifying the dimensions that construct every media product. The following sections offer practical examples and case studies using many examples, which will be familiar to students, from Sherlock Holmes and football, to news, vlogs and videogames. This book is the only textbook taking both a theoretical and practical approach to intermedial studies. The book will be of use to students from a variety of disciplines looking at any form of adaptation, from comparative literature to film adaptations, fan fictions and spoken performances. The book equips students with the language and understanding to confidently and competently apply their own intermedial analysis to any text.

Music In Video Games - K.J. Donnelly 2014-03-26
From its earliest days as little more than a series of monophonic outbursts to its current-day scores that can rival major symphonic film scores, video game music has gone through its own particular set of stylistic and functional metamorphoses while both borrowing and recontextualizing the earlier models from which it borrows. With topics ranging from early classics like Donkey Kong and Super Mario Bros. to more recent hits like Plants vs. Zombies, the eleven essays in Music in Video Games draw on the scholarly fields of musicology and music theory, film theory, and game studies, to investigate the history, function, style, and conventions of video game music.