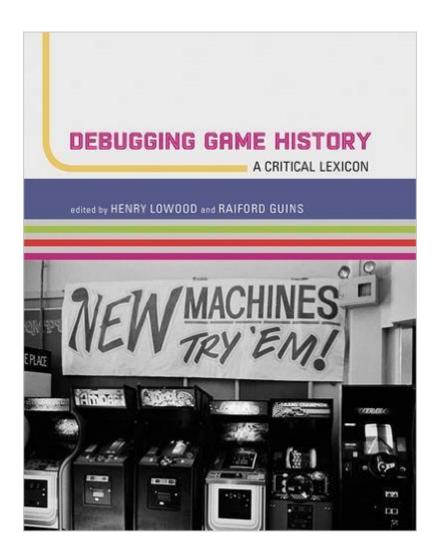
The book was found

Debugging Game History: A Critical Lexicon (Game Histories)





Synopsis

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. ContributorsMarcelo 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 TekinbaÅ, 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

Book Information

Series: Game Histories

Hardcover: 464 pages

Publisher: The MIT Press; First Edition edition (June 10, 2016)

Language: English

ISBN-10: 0262034190

ISBN-13: 978-0262034197

Product Dimensions: 7 x 0.9 x 9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 1.0 out of 5 stars Â See all reviews (1 customer review)

Best Sellers Rank: #918,122 in Books (See Top 100 in Books) #41 in Books > Computers & Technology > Programming > Languages & Tools > Debugging #892 in Books > Engineering & Transportation > Engineering > Reference > History #2459 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

And yet, for all the scholars and practitioners involved, they still incorrectly claim VCS Adventure was released in 1978 when it was 1980.

Download to continue reading...

Debugging Game History: A Critical Lexicon (Game Histories) An Intermediate Greek-English Lexicon: Founded Upon the Seventh Edition of Liddell and Scott's Greek-English Lexicon A Critical Lexicon and Concordance to the English and Greek New Testament A Critical Lexicon and Condordance to the English and Greek New Testament - VOLUME 1 Differencing the Canon: Feminism and the Writing of Art's Histories (Re Visions: Critical Studies in the History and Theory of Art) History Of Korea For Kids: A History Series - Children Explore Histories Of The World Edition History Of Zambia For Kids: A History Series - Children Explore Histories Of The World Edition Crisis and Renewal: The Era of the Reformations (Westminster History of Christian Thought) (Westminster Histories of Christian Thought) (The Westminster History of Christian Thought) The Lexicon of Comicana Lexicon Devil: The Fast Times and Short Life of Darby Crash and the Germs The Brown-Driver-Briggs Hebrew and English Lexicon A Reader's Greek-English Lexicon of the New Testament (Zondervan Greek Reference Series) A Concise Hebrew and Aramaic Lexicon of the Old Testament Oriental Rugs: An Illustrated Lexicon of Motifs, Materials, and Origins The Oriental Rug Lexicon Shakespeare Lexicon and Quotation Dictionary: A Complete Dictionary of All the English Words, Phrases, and Constructions in the Works of the Poet (Volume 1 A-M Shakespeare Lexicon and Quotation Dictionary (Volume II, N-Z) A Sea of Words, Third Edition: A Lexicon and Companion to the Complete Seafaring Tales of Patrick O'Brian The Smartest Book in the World: A Lexicon of Literacy, a Rancorous Reportage, a Concise Curriculum of Cool Hebrew and Greek Lexicon

Dmca