

FM5508 - Critical Approaches

This is a provisional list that has yet to be reviewed.
Items may therefore change. Dr Ivan Girina

View Online



[1]

Aarseth, E.J. 1997. Cybertext : perspectives on ergodic literature. Cybertext: perspectives on ergodic literature. Johns Hopkins University Press. 24-51.

[2]

Arsenault, Dominic 2013. Reverse-engineering graphical innovation: an introduction to graphical regimes. G|A|M|E Games as Art, Media, Entertainment. 1, 2 (2013).

[3]

Atkins, B. and Krzywinska, T. 2007. Videogame, player, text. Videogame, player, text. Manchester University Press. 101-119.

[4]

Barthes, R. and Heath, S. 1977. Image, Music, Text. Image, music, text. Fontana Press.

[5]

Bogost, I. 2007. Persuasive Games: the expressive power of video games. Persuasive games: the expressive power of videogames. MIT Press.

[6]

Bogost, I. 2006. Unit Operations : An Approach to Videogame Criticism. Unit operations: an approach to videogame criticism. MIT Press.

[7]

Caillois, R. and Barash, M. 2001. Man, Play and Games. Man, play, and games. University of Illinois Press.

[8]

Caillois, R. and Barash, M. 2001. Man, Play and Games. Man, play, and games. University of Illinois Press. 11–35.

[9]

Consalvo, M. 2009. Cheating: gaining advantage in videogames. MIT Press.

[10]

Crawford, C. 1984. The art of computer game design. Osborne/McGraw-Hill.

[11]

Crawford, C. 1984. The art of computer game design. Osborne/McGraw-Hill.

[12]

Crawford, C. 1984. The Game Design Sequence. The art of computer game design. Osborne/McGraw-Hill. 59–75.

[13]

Darley, A. 2000. Visual digital culture: surface play and spectacle in new media genres. Routledge.

[14]

Erlhoff, M. and Marshall, T. 2008. Design Dictionary; Perspectives on Design Terminology. Design dictionary: perspectives on design terminology. Birkhäuser.

[15]

Fernandez-Vara, C. 2015. Introduction to game analysis. Routledge.

[16]

Galloway, A. 2004. Social Realism in Gaming. *Game Studies: the international journal of computer game research*. 4, 1 (2004).

[17]

Galloway, A.R. 2006. Gaming: essays on algorithmic culture. *Gaming: essays on algorithmic culture*. University of Minnesota Press.

[18]

Huizinga, J. 1949. *Homo ludens: a study of the play element in culture*. *Homo ludens: a study of the play element in culture*. Routledge and Kegan Paul. 1–27.

[19]

Juul, J. 2005. Half-Real: games between real rules and fictional worlds. *Half-real: video games between real rules and fictional worlds*. MIT. 23–54.

[20]

King, G. and Krzywinska, T. 2006. *Tomb raiders and space invaders: videogame forms and contexts*. *Tomb raiders and space invaders: videogame forms and contexts*. I. B. Tauris.

[21]

Kirkpatrick, G. 2011. *Aesthetic theory and the video game*. *Aesthetic theory and the video game*. Manchester University Press.

[22]

Kirkpatrick, G. 2009. Controller, Hand, Screen: Aesthetic Form in the Computer Game. *Games and Culture*. 4, 2 (Apr. 2009), 127-143.
DOI:<https://doi.org/10.1177/1555412008325484>.

[23]

Laurel, B. 1993. Computers as theatre. *Computers as theatre*. Addison-Wesley. 49-65.

[24]

Lisberger, S. 2002. *Tron*. Disney Channel.

[25]

Lisberger, S. 1982. *Tron*.

[26]

Mayra, F. 2008. *An introduction to game studies: games in culture*. SAGE.

[27]

McGonigal, J. 2011. *Reality is broken: why games make us better and how they can change the world*. Penguin.

[28]

Montola, M. 2005. *Exploring the Edge of the Magic Circle: Defining Pervasive Games*. University of Copenhagen DAC Conference.

[29]

Murray, J.H. 2017. *Hamlet on the holodeck: the future of narrative in cyberspace*. *Hamlet on the holodeck: the future of narrative in cyberspace*. The MIT Press. 33-79.

[30]

Murray, J.H. 2017. Hamlet on the holodeck : the future of narrative in cyberspace. Hamlet on the holodeck: the future of narrative in cyberspace. The MIT Press.

[31]

Newman, J. 2013. Videogames. Videogames. Routledge.

[32]

Nikolchina, M. 2017. Time in Video Games: Repetitions of the New. differences. 28, 3 (Dec. 2017), 19-43. DOI:<https://doi.org/10.1215/10407391-4260519>.

[33]

Nitsche, M. 2008. Video game spaces: image, play, and structure in 3D game worlds. MIT Press.

[34]

Perron, B. 2014. The Routledge Companion to Video Game Studies. The routledge companion to video game studies. M.J.P. Wolf, ed. Routledge.

[35]

Perron, B. 2014. The Routledge Companion to Video Game Studies. The routledge companion to video game studies. M.J.P. Wolf, ed. Routledge.

[36]

Perron, B. 2014. The Routledge Companion to Video Game Studies. The routledge companion to video game studies. M.J.P. Wolf, ed. Routledge.

[37]

Perron, B. 2014. The Routledge Companion to Video Game Studies. The routledge companion to video game studies. M.J.P. Wolf, ed. Routledge.

[38]

Perron, B. 2014. The routledge companion to video game studies. Routledge.

[39]

Perron, B. and Wolf, M.J.P. 2009. The video game theory reader 2. Routledge.

[40]

Poremba, C. 2003. Remaking Each Other's Dreams: Player Authors in Digital Games. New Forms Festival.

[41]

Rutter, J. and Bryce, J. 2006. Understanding digital games. SAGE.

[42]

Sicart, M. 2011. Against Procedurality. Game Studies: the international journal of computer game research. 11, 3 (2011).

[43]

Sicart, M. 2014. Play Matters. Play matters. The MIT Press.

[44]

Smith, J.H. et al. 2013. Understanding video games: the essential introduction. Routledge.

[45]

Suits, B.H. 1978. The Grasshopper: Games, Life and Utopia. The grasshopper: games, life, and Utopia. University of Toronto Press.

[46]

Suits, B.H. 1978. The Grasshopper: Games, Life and Utopia. The grasshopper: games, life, and Utopia. University of Toronto Press. 3-10.

[47]

Suits, B.H. 1978. The Grasshopper: Games, Life and Utopia. The grasshopper: games, life, and Utopia. University of Toronto Press. 12-18.

[48]

Sutton-Smith, B. 1997. The Ambiguity of Play. The ambiguity of play. Harvard University Press. 1-17.

[49]

Sutton-Smith, B. 1997. The Ambiguity of Play. The ambiguity of play. Harvard University Press.

[50]

Tekinbas, K.S. and Zimmerman, E. 2004. Rules of play: game design fundamentals. MIT.

[51]

Tekinbas, K.S. and Zimmerman, E. 2006. The game design reader: a rules of play anthology. MIT.

[52]

Wardrip-Fruin, N. and Harrigan, P. 2004. First Person - New Media as Story Performance and Game. First person: new media as story, performance, and game. MIT. 19-33.

[53]

Wardrip-Fruin, N. and Harrigan, P. 2004. First person: new media as story, performance,

and game. First person: new media as story, performance, and game. MIT. 118–130.

[54]

Wardrip-Fruin, N. and Harrigan, P. 2004. First person: new media as story, performance, and game. First person: new media as story, performance, and game. MIT.

[55]

Wolf, M.J.P. 2001. The Medium of the Video Game. The medium of the video game. University of Texas Press.

[56]

Wolf, M.J.P. 2008. The Video Game Explosion. The video game explosion: a history from PONG to Playstation and beyond. Greenwood Press.

[57]

Wolf, M.J.P. and Perron, B. 2003. The video game theory reader. The video game theory reader. Routledge.

[58]

Wolf, M.J.P. and Perron, B. 2003. The video game theory reader. The video game theory reader. Routledge.

[59]

Wolf, M.J.P. and Perron, B. 2003. The video game theory reader. The video game theory reader. Routledge.

[60]

Wolf, M.J.P. and Perron, B. 2003. The video game theory reader. Routledge.

[61]

Zagal, J.P. and Mateas, M. 2007. Temporal Frames: A Unifying Framework for the Analysis of Game Temporality. Situated Play, Proceedings of DiGRA 2007 Conference.

[62]

Ziegfeld, R. 1989. Interactive Fiction: A New Literary Genre? *New Literary History*. 20, 2 (Winter 1989). DOI:<https://doi.org/10.2307/469105>.

[63]

1997. Inventing Space: Toward a Taxonomy of On- and Off-Screen Space in Video Games. *Film Quarterly*. 51, 1 (Oct. 1997), 11-23. DOI:<https://doi.org/10.2307/1213527>.