

FM5508 - Critical Approaches

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

View Online



Aarseth, Espen J. 1997. 'Cybertext : Perspectives on Ergodic Literature'. Pp. 24–51 in Cybertext: perspectives on ergodic literature. Baltimore, Md: Johns Hopkins University Press.

Anon. 1997. 'Inventing Space: Toward a Taxonomy of On- and Off-Screen Space in Video Games'. Film Quarterly 51(1):11–23. doi: 10.2307/1213527.

Arsenault, Dominic. 2013. 'Reverse-Engineering Graphical Innovation: An Introduction to Graphical Regimes'. G|A|M|E Games as Art, Media, Entertainment 1(2).

Atkins, Barry, and Tanya Krzywinska. 2007. 'Videogame, Player, Text'. Pp. 101–19 in Videogame, player, text. Manchester: Manchester University Press.

Barthes, Roland, and Stephen Heath. 1977. 'Image, Music, Text'. in Image, music, text. London: Fontana Press.

Bogost, Ian. 2006. 'Unit Operations : An Approach to Videogame Criticism'. in Unit operations: an approach to videogame criticism. Cambridge, Mass: MIT Press.

Bogost, Ian. 2007. 'Persuasive Games: The Expressive Power of Video Games'. in Persuasive games: the expressive power of videogames. Cambridge, MA: MIT Press.

Caillois, Roger, and Meyer Barash. 2001a. 'Man, Play and Games'. in Man, play, and games . Urbana: University of Illinois Press.

Caillois, Roger, and Meyer Barash. 2001b. 'Man, Play and Games'. Pp. 11–35 in Man, play, and games. Urbana: University of Illinois Press.

Consalvo, Mia. 2009. Cheating: Gaining Advantage in Videogames. Cambridge, Mass: MIT Press.

Crawford, Chris. 1984a. The Art of Computer Game Design. Berkeley, Calif: Osborne/McGraw-Hill.

Crawford, Chris. 1984b. The Art of Computer Game Design. Berkeley, Calif: Osborne/McGraw-Hill.

Crawford, Chris. 1984c. 'The Game Design Sequence'. Pp. 59–75 in The art of computer game design. Berkeley, Calif: Osborne/McGraw-Hill.

Darley, Andrew. 2000. Visual Digital Culture: Surface Play and Spectacle in New Media

Genres. London: Routledge.

Erlhoff, Michael, and Tim Marshall. 2008. 'Design Dictionary; Perspectives on Design Terminology'. in Design dictionary: perspectives on design terminology. Basel: Birkhäuser.

Fernandez-Vara, Clara. 2015. Introduction to Game Analysis. New York: Routledge.

Galloway, Alexander. 2004. 'Social Realism in Gaming'. Game Studies: The International Journal of Computer Game Research 4(1).

Galloway, Alexander R. 2006. 'Gaming: Essays on Algorithmic Culture'. in Gaming: essays on algorithmic culture. Vol. v. 18. Minneapolis, Minn: University of Minnesota Press.

Huizinga, Johan. 1949. 'Homo Ludens : A Study of the Play Element in Culture'. Pp. 1–27 in Homo ludens: a study of the play element in culture. London: Routledge and Kegan Paul.

Juul, Jesper. 2005. 'Half-Real: Games between Real Rules and Fictional Worlds'. Pp. 23–54 in Half-real: video games between real rules and fictional worlds. Cambridge, Mass: MIT.

King, Geoff, and Tanya Krzywinska. 2006. 'Tomb Raiders and Space Invaders : Videogame Forms and Contexts'. in Tomb raiders and space invaders: videogame forms and contexts. London: I. B. Tauris.

Kirkpatrick, G. 2009. 'Controller, Hand, Screen: Aesthetic Form in the Computer Game'. Games and Culture 4(2):127–43. doi: 10.1177/1555412008325484.

Kirkpatrick, Graeme. 2011. 'Aesthetic Theory and the Video Game'. in Aesthetic theory and the video game. Manchester: Manchester University Press.

Laurel, Brenda. 1993. 'Computers as Theatre'. Pp. 49–65 in Computers as theatre. Reading, Mass: Addison-Wesley.

Lisberger, Steven. 1982. 'Tron'.

Lisberger, Steven. 2002. 'Tron'.

Mayra, Frans. 2008. An Introduction to Game Studies: Games in Culture. London: SAGE.

McGonigal, Jane. 2011. Reality Is Broken: Why Games Make Us Better and How They Can Change the World. New ed. New York: Penguin.

Montola, Markus. 2005. 'Exploring the Edge of the Magic Circle: Defining Pervasive Games'.

Murray, Janet Horowitz. 2017a. 'Hamlet on the Holodeck : The Future of Narrative in Cyberspace'. Pp. 33–79 in Hamlet on the holodeck: the future of narrative in cyberspace. Cambridge, Massachusetts: The MIT Press.

Murray, Janet Horowitz. 2017b. 'Hamlet on the Holodeck : The Future of Narrative in Cyberspace'. in Hamlet on the holodeck: the future of narrative in cyberspace. Cambridge, Massachusetts: The MIT Press.

Newman, James. 2013. 'Videogames'. in Videogames. London: Routledge.

Nikolchina, Miglena. 2017. 'Time in Video Games: Repetitions of the New'. Differences 28(3):19-43. doi: 10.1215/10407391-4260519.

Nitsche, Michael. 2008. Video Game Spaces: Image, Play, and Structure in 3D Game Worlds. Cambridge, Mass: MIT Press.

Perron, Bernard. 2014a. 'The Routledge Companion to Video Game Studies'. in The routledge companion to video game studies, edited by M. J. P. Wolf. New York, NY: Routledge.

Perron, Bernard. 2014b. 'The Routledge Companion to Video Game Studies'. in The routledge companion to video game studies, edited by M. J. P. Wolf. New York, NY: Routledge.

Perron, Bernard. 2014c. 'The Routledge Companion to Video Game Studies'. in The routledge companion to video game studies, edited by M. J. P. Wolf. New York, NY: Routledge.

Perron, Bernard. 2014d. 'The Routledge Companion to Video Game Studies'. in The routledge companion to video game studies, edited by M. J. P. Wolf. New York, NY: Routledge.

Perron, Bernard. 2014e. The Routledge Companion to Video Game Studies. edited by M. J. P. Wolf. New York, NY: Routledge.

Perron, Bernard, and Mark J. P. Wolf. 2009. The Video Game Theory Reader 2. New York: Routledge.

Poremba, Cindy. 2003. 'Remaking Each Other's Dreams: Player Authors in Digital Games'.

Rutter, Jason, and Jo Bryce. 2006. Understanding Digital Games. London: SAGE.

Sicart, Miguel. 2011. 'Against Procedurality'. Game Studies: The International Journal of Computer Game Research 11(3).

Sicart, Miguel. 2014. 'Play Matters'. in Play matters. Cambridge, Massachusetts: The MIT Press.

Smith, Jonas Heide, Simon Egenfeldt-Nielsen, Susana Pajares Tosca, and Simon Egenfeldt-Nielsen. 2013. Understanding Video Games: The Essential Introduction. 2nd ed. New York: Routledge.

Suits, Bernard Herbert. 1978a. 'The Grasshopper: Games, Life and Utopia'. in The grasshopper: games, life, and Utopia. Toronto: University of Toronto Press.

Suits, Bernard Herbert. 1978b. 'The Grasshopper: Games, Life and Utopia'. Pp. 3-10 in The grasshopper: games, life, and Utopia. Toronto: University of Toronto Press.

Suits, Bernard Herbert. 1978c. 'The Grasshopper: Games, Life and Utopia'. Pp. 12-18 in

The grasshopper: games, life, and Utopia. Toronto: University of Toronto Press.

Sutton-Smith, Brian. 1997a. 'The Ambiguity of Play'. Pp. 1-17 in The ambiguity of play. Cambridge, MA.: Harvard University Press.

Sutton-Smith, Brian. 1997b. 'The Ambiguity of Play'. in The ambiguity of play. Cambridge, MA.: Harvard University Press.

Tekinbas, Katie Salen, and Eric Zimmerman. 2004. Rules of Play: Game Design Fundamentals. London: MIT.

Tekinbas, Katie Salen, and Eric Zimmerman. 2006. The Game Design Reader: A Rules of Play Anthology. London: MIT.

Wardrip-Fruin, Noah, and Pat Harrigan. 2004a. 'First Person - New Media as Story Performance and Game'. Pp. 19-33 in First person: new media as story, performance, and game. Cambridge, Mass: MIT.

Wardrip-Fruin, Noah, and Pat Harrigan. 2004b. 'First Person: New Media as Story, Performance, and Game'. Pp. 118-30 in First person: new media as story, performance, and game. Cambridge, Mass: MIT.

Wardrip-Fruin, Noah, and Pat Harrigan. 2004c. 'First Person: New Media as Story, Performance, and Game'. in First person: new media as story, performance, and game. Cambridge, Mass: MIT.

Wolf, Mark J. P. 2001. 'The Medium of the Video Game'. in The medium of the video game. Austin: University of Texas Press.

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

Wolf, Mark J. P., and Bernard Perron. 2003a. 'The Video Game Theory Reader'. in The video game theory reader. New York: Routledge.

Wolf, Mark J. P., and Bernard Perron. 2003b. 'The Video Game Theory Reader'. in The video game theory reader. New York: Routledge.

Wolf, Mark J. P., and Bernard Perron. 2003c. 'The Video Game Theory Reader'. in The video game theory reader. New York: Routledge.

Wolf, Mark J. P., and Bernard Perron. 2003d. The Video Game Theory Reader. New York: Routledge.

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

Ziegfeld, Richard. 1989. 'Interactive Fiction: A New Literary Genre?' New Literary History 20(2). doi: 10.2307/469105.