

FM5508 - Critical Approaches

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

[View Online](#)



Aarseth, E. J. (1997). Cybertext : perspectives on ergodic literature. In Cybertext: perspectives on ergodic literature (pp. 24-51). Johns Hopkins University Press.
<https://contentstore.cla.co.uk/secure/link?id=ddf7c4b7-ce35-e911-80cd-005056af4099>

Arsenault, Dominic. (2013). Reverse-engineering graphical innovation: an introduction to graphical regimes. G|A|M|E Games as Art, Media, Entertainment, 1(2).
<https://www.gamejournal.it/reverse-engineering-graphical-innovation-an-introduction-to-graphical-regimes/>

Atkins, B., & Krzywinska, T. (2007). Videogame, player, text. In Videogame, player, text (pp. 101-119). Manchester University Press.
<https://contentstore.cla.co.uk/secure/link?id=beb0ae08-b935-e911-80cd-005056af4099>

Barthes, R., & Heath, S. (1977). Image, Music, Text. In Image, music, text. Fontana Press.
Bogost, I. (2006). Unit Operations : An Approach to Videogame Criticism. In Unit operations: an approach to videogame criticism. MIT Press.
<http://lib.myilibrary.com/browse/open.asp?id=209779&entityid=https://idp.brunel.ac.uk/entity>

Bogost, I. (2007). Persuasive Games: the expressive power of video games. In Persuasive games: the expressive power of videogames. MIT Press.
<http://lib.myilibrary.com/browse/open.asp?id=210078&entityid=https://idp.brunel.ac.uk/entity>

Caillois, R., & Barash, M. (2001a). Man, Play and Games. In Man, play, and games. University of Illinois Press.

Caillois, R., & Barash, M. (2001b). Man, Play and Games. In Man, play, and games (pp. 11-35). University of Illinois Press.
<https://contentstore.cla.co.uk/secure/link?id=8036276f-113c-e911-80cd-005056af4099>

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

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

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

Crawford, C. (1984c). The Game Design Sequence. In The art of computer game design (pp. 59-75). Osborne/McGraw-Hill.
<https://contentstore.cla.co.uk/secure/link?id=b6311b8d-bb35-e911-80cd-005056af4099>

- Darley, A. (2000). Visual digital culture: surface play and spectacle in new media genres. Routledge.
<http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity>
- Erlhoff, M., & Marshall, T. (2008). Design Dictionary; Perspectives on Design Terminology. In Design dictionary: perspectives on design terminology. Birkhäuser.
- Fernandez-Vara, C. (2015). Introduction to game analysis. Routledge.
<http://lib.myilibrary.com/browse/open.asp?id=628648&entityid=https://idp.brunel.ac.uk/entity>
- Galloway, A. (2004). Social Realism in Gaming. Game Studies: The International Journal of Computer Game Research, 4(1). <http://www.gamestudies.org/0401/galloway/>
- Galloway, A. R. (2006). Gaming: essays on algorithmic culture. In Gaming: essays on algorithmic culture: Vol. v. 18. University of Minnesota Press.
<http://lib.myilibrary.com/browse/open.asp?id=522381&entityid=https://idp.brunel.ac.uk/entity>
- Huizinga, J. (1949). Homo ludens : a study of the play element in culture. In Homo ludens: a study of the play element in culture (pp. 1-27). Routledge and Kegan Paul.
<https://contentstore.cla.co.uk/secure/link?id=05ccdb4b-ee35-e911-80cd-005056af4099>
- Inventing Space: Toward a Taxonomy of On- and Off-Screen Space in Video Games. (1997). Film Quarterly, 51(1), 11-23. <https://doi.org/10.2307/1213527>
- Juul, J. (2005). Half-Real: games between real rules and fictional worlds. In Half-real: video games between real rules and fictional worlds (pp. 23-54). MIT.
<https://contentstore.cla.co.uk/secure/link?id=01d05047-cb35-e911-80cd-005056af4099>
- King, G., & Krzywinska, T. (2006). Tomb raiders and space invaders : videogame forms and contexts. In Tomb raiders and space invaders: videogame forms and contexts. I. B. Tauris.
<http://lib.myilibrary.com/browse/open.asp?id=252675&entityid=https://idp.brunel.ac.uk/entity>
- Kirkpatrick, G. (2009). Controller, Hand, Screen: Aesthetic Form in the Computer Game. Games and Culture, 4(2), 127-143. <https://doi.org/10.1177/1555412008325484>
- Kirkpatrick, G. (2011). Aesthetic theory and the video game. In Aesthetic theory and the video game. Manchester University Press.
- Laurel, B. (1993). Computers as theatre. In Computers as theatre (Revised ed, pp. 49-65). Addison-Wesley.
<https://contentstore.cla.co.uk/secure/link?id=6f632a7d-bd35-e911-80cd-005056af4099>
- Lisberger, S. (1982). Tron.
<https://learningonscreen.ac.uk/ondemand/index.php/prog/001E6AAE?bcast=121143880>
- Lisberger, S. (2002). Tron. Disney Channel.
- Mayra, F. (2008). An introduction to game studies: games in culture. SAGE.

<http://lib.myilibrary.com/browse/open.asp?id=215362&entityid=https://idp.brunel.ac.uk/entity>

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

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

<http://www.markusmontola.fi/exploringtheedge.pdf>

Murray, J. H. (2017a). Hamlet on the holodeck : the future of narrative in cyberspace. In Hamlet on the holodeck: the future of narrative in cyberspace (Updated edition, pp. 33-79). The MIT Press.

<https://contentstore.cla.co.uk/secure/link?id=6882974c-f435-e911-80cd-005056af4099>

Murray, J. H. (2017b). Hamlet on the holodeck : the future of narrative in cyberspace. In Hamlet on the holodeck: the future of narrative in cyberspace (Updated edition). The MIT Press.

Newman, J. (2013). Videogames. In Videogames (2nd ed). Routledge.

<http://lib.myilibrary.com/browse/open.asp?id=417495&entityid=https://idp.brunel.ac.uk/entity>

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

Nitsche, M. (2008). Video game spaces: image, play, and structure in 3D game worlds. MIT Press. <http://www.loc.gov/catdir/toc/ecip0817/2008019730.html>

Perron, B. (2014a). The Routledge Companion to Video Game Studies. In M. J. P. Wolf (Ed.), The routledge companion to video game studies. Routledge.

<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

Perron, B. (2014b). The Routledge Companion to Video Game Studies. In M. J. P. Wolf (Ed.), The routledge companion to video game studies. Routledge.

<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

Perron, B. (2014c). The Routledge Companion to Video Game Studies. In M. J. P. Wolf (Ed.), The routledge companion to video game studies. Routledge.

<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

Perron, B. (2014d). The Routledge Companion to Video Game Studies. In M. J. P. Wolf (Ed.), The routledge companion to video game studies. Routledge.

<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

Perron, B. (2014e). The routledge companion to video game studies (M. J. P. Wolf, Ed.). Routledge. <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

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

<https://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780203887660>

- Poremba, C. (2003). Remaking Each Other's Dreams: Player Authors in Digital Games. New Forms Festival.
<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.90.7827&rep=rep1&type=pdf>
- Rutter, J., & Bryce, J. (2006). Understanding digital games. SAGE.
<http://lib.myilibrary.com/browse/open.asp?id=125156&entityid=https://idp.brunel.ac.uk/entity>
- Sicart, M. (2011). Against Procedurality. *Game Studies: The International Journal of Computer Game Research*, 11(3). http://gamestudies.org/1103/articles/sicart_ap
- Sicart, M. (2014). Play Matters. In *Play matters*. The MIT Press.
<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3339842>
- Smith, J. H., Egenfeldt-Nielsen, S., Tosca, S. P., & Egenfeldt-Nielsen, S. (2013). Understanding video games: the essential introduction (2nd ed). Routledge.
<http://lib.myilibrary.com/browse/open.asp?id=485287&entityid=https://idp.brunel.ac.uk/entity>
- Suits, B. H. (1978a). The Grasshopper: Games, Life and Utopia. In *The grasshopper: games, life, and Utopia*. University of Toronto Press.
- Suits, B. H. (1978b). The Grasshopper: Games, Life and Utopia. In *The grasshopper: games, life, and Utopia* (pp. 3–10). University of Toronto Press.
<https://contentstore.cla.co.uk/secure/link?id=a69283e1-0b3c-e911-80cd-005056af4099>
- Suits, B. H. (1978c). The Grasshopper: Games, Life and Utopia. In *The grasshopper: games, life, and Utopia* (pp. 12–18). University of Toronto Press.
<https://contentstore.cla.co.uk/secure/link?id=d0b940c3-0c3c-e911-80cd-005056af4099>
- Sutton-Smith, B. (1997a). The Ambiguity of Play. In *The ambiguity of play* (pp. 1–17). Harvard University Press.
<https://contentstore.cla.co.uk/secure/link?id=807342db-123c-e911-80cd-005056af4099>
- Sutton-Smith, B. (1997b). The Ambiguity of Play. In *The ambiguity of play*. Harvard University Press.
- Tekinbas, K. S., & Zimmerman, E. (2004). Rules of play: game design fundamentals. MIT.
- Tekinbas, K. S., & Zimmerman, E. (2006). The game design reader: a rules of play anthology. MIT.
- Wardrip-Fruin, N., & Harrigan, P. (2004a). First Person - New Media as Story Performance and Game. In *First person: new media as story, performance, and game* (pp. 19–33). MIT.
<https://contentstore.cla.co.uk/secure/link?id=43101eb0-e435-e911-80cd-005056af4099>
- Wardrip-Fruin, N., & Harrigan, P. (2004b). First person: new media as story, performance, and game. In *First person: new media as story, performance, and game* (pp. 118–130). MIT.
<https://contentstore.cla.co.uk/secure/link?id=b828d103-e435-e911-80cd-005056af4099>

Wardrip-Fruin, N., & Harrigan, P. (2004c). First person: new media as story, performance, and game. In *First person: new media as story, performance, and game*. MIT.

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

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

Wolf, M. J. P., & Perron, B. (2003a). The video game theory reader. In *The video game theory reader*. Routledge.

<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

Wolf, M. J. P., & Perron, B. (2003b). The video game theory reader. In *The video game theory reader*. Routledge.

<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

Wolf, M. J. P., & Perron, B. (2003c). The video game theory reader. In *The video game theory reader*. Routledge.

<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

Wolf, M. J. P., & Perron, B. (2003d). The video game theory reader. Routledge.

<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

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

http://scholar.google.co.uk/scholar_url?url=https%3A%2F%2Fwww.eng.utah.edu%2Fzagal%2FPapers%2FZagal_and_Mateas_TemporalFrames.pdf&hl=en&sa=T&oi=gpp&ct=res&cd=0&d=2918510801366412485&ei=8S43XJiEHMKVmAGd1low&scisig=AAGBfm3-II2Ev5n9ezOh0nS2U8jtOf4S3w&noss=1&ws=1920x883&at=Temporal%20Frames%3A%20A%20Unifying%20Framework%20for%20the%20Analysis%20of%20Game%20Temporality.&bn=1

Ziegfeld, R. (1989). Interactive Fiction: A New Literary Genre? *New Literary History*, 20(2).

<https://doi.org/10.2307/469105>