

FM5508 - Critical Approaches

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

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@inbook{Aarseth_1997, address={Baltimore, Md}, title={Cybertext: perspectives on ergodic literature},
url={https://contentstore.cla.co.uk/secure/link?id=ddf7c4b7-ce35-e911-80cd-005056af4099}, booktitle={Cybertext: perspectives on ergodic literature}, publisher={Johns Hopkins University Press}, author={Aarseth, Espen J.}, year={1997}, pages={24-51} }

@article{Arsenault, Dominic_2013, title={Reverse-engineering graphical innovation: an introduction to graphical regimes}, volume={1},
url={https://www.gamejournal.it/reverse-engineering-graphical-innovation-an-introduction-to-graphical-regimes/}, number={2}, journal={G|A|M|E Games as Art, Media, Entertainment}, author={Arsenault, Dominic}, year={2013} }

@inbook{Atkins_Krzywinska_2007, address={Manchester}, title={Videogame, player, text},
url={https://contentstore.cla.co.uk/secure/link?id=beb0ae08-b935-e911-80cd-005056af4099}, booktitle={Videogame, player, text}, publisher={Manchester University Press}, author={Atkins, Barry and Krzywinska, Tanya}, year={2007}, pages={101-119} }

@inbook{Barthes_Heath_1977, address={London}, title={Image, Music, Text},
booktitle={Image, music, text}, publisher={Fontana Press}, author={Barthes, Roland and Heath, Stephen}, year={1977} }

@inbook{Bogost_2006, address={Cambridge, Mass}, title={Unit Operations: An Approach to Videogame Criticism},
url={http://lib.myilibrary.com/browse/open.asp?id=209779&entityid=https://idp.brunel.ac.uk/entity}, booktitle={Unit operations: an approach to videogame criticism}, publisher={MIT Press}, author={Bogost, Ian}, year={2006} }

@inbook{Bogost_2007, address={Cambridge, MA}, title={Persuasive Games: the expressive power of video games},
url={http://lib.myilibrary.com/browse/open.asp?id=210078&entityid=https://idp.brunel.ac.uk/entity}, booktitle={Persuasive games: the expressive power of videogames}, publisher={MIT Press}, author={Bogost, Ian}, year={2007} }

@inbook{Caillois_Barash_2001a, address={Urbana}, title={Man, Play and Games},
booktitle={Man, play, and games}, publisher={University of Illinois Press}, author={Caillois, Roger and Barash, Meyer}, year={2001} }

@inbook{Caillois_Barash_2001b, address={Urbana}, title={Man, Play and Games},
url={https://contentstore.cla.co.uk/secure/link?id=8036276f-113c-e911-80cd-005056af4099}, booktitle={Man, play, and games}, publisher={University of Illinois Press},

author={Caillois, Roger and Barash, Meyer}, year={2001}, pages={11-35} }

@book{Consalvo_2009, address={Cambridge, Mass}, title={Cheating: gaining advantage in videogames}, publisher={MIT Press}, author={Consalvo, Mia}, year={2009} }

@book{Crawford_1984a, address={Berkeley, Calif}, title={The art of computer game design}, publisher={Osborne/McGraw-Hill}, author={Crawford, Chris}, year={1984} }

@inbook{Crawford_1984b, address={Berkeley, Calif}, title={The Game Design Sequence},
url={https://contentstore.cla.co.uk/secure/link?id=b6311b8d-bb35-e911-80cd-005056af4099}, booktitle={The art of computer game design}, publisher={Osborne/McGraw-Hill}, author={Crawford, Chris}, year={1984}, pages={59-75} }

@book{Crawford_1984c, address={Berkeley, Calif}, title={The art of computer game design}, publisher={Osborne/McGraw-Hill}, author={Crawford, Chris}, year={1984} }

@book{Darley_2000, address={London}, title={Visual digital culture: surface play and spectacle in new media genres},
url={http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity}, publisher={Routledge}, author={Darley, Andrew}, year={2000} }

@inbook{Erlhoff_Marshall_2008, address={Basel}, title={Design Dictionary; Perspectives on Design Terminology}, booktitle={Design dictionary: perspectives on design terminology}, publisher={Birkh user}, author={Erlhoff, Michael and Marshall, Tim}, year={2008} }

@book{Fernandez-Vara_2015, address={New York}, title={Introduction to game analysis},
url={http://lib.myilibrary.com/browse/open.asp?id=628648&entityid=https://idp.brunel.ac.uk/entity}, publisher={Routledge}, author={Fernandez-Vara, Clara}, year={2015} }

@article{Galloway_2004, title={Social Realism in Gaming}, volume={4},
url={http://www.gamestudies.org/0401/galloway/}, number={1}, journal={Game Studies: the international journal of computer game research}, author={Galloway, Alexander}, year={2004} }

@inbook{Galloway_2006, address={Minneapolis, Minn}, title={Gaming: essays on algorithmic culture}, volume={v. 18},
url={http://lib.myilibrary.com/browse/open.asp?id=522381&entityid=https://idp.brunel.ac.uk/entity}, booktitle={Gaming: essays on algorithmic culture}, publisher={University of Minnesota Press}, author={Galloway, Alexander R.}, year={2006} }

@inbook{Huizinga_1949, address={London}, title={Homo ludens: a study of the play element in culture},
url={https://contentstore.cla.co.uk/secure/link?id=05ccdb4b-ee35-e911-80cd-005056af4099}, booktitle={Homo ludens: a study of the play element in culture}, publisher={Routledge and Kegan Paul}, author={Huizinga, Johan}, year={1949}, pages={1-27} }

@inbook{Juul_2005, address={Cambridge, Mass}, title={Half-Real: games between real rules and fictional worlds},
url={https://contentstore.cla.co.uk/secure/link?id=01d05047-cb35-e911-80cd-005056af4099}, booktitle={Half-real: video games between real rules and fictional worlds},
publisher={MIT}, author={Juul, Jesper}, year={2005}, pages={23-54} }

@inbook{King_Krzywinska_2006, address={London}, title={Tomb raiders and space invaders : videogame forms and contexts},
url={http://lib.myilibrary.com/browse/open.asp?id=252675&entityid=https://idp.brunel.ac.uk/entity}, booktitle={Tomb raiders and space invaders: videogame forms and contexts}, publisher={I. B. Tauris}, author={King, Geoff and Krzywinska, Tanya},
year={2006} }

@article{Kirkpatrick_2009, title={Controller, Hand, Screen: Aesthetic Form in the Computer Game}, volume={4}, DOI={10.1177/1555412008325484}, number={2},
journal={Games and Culture}, author={Kirkpatrick, G.}, year={2009}, month={Apr},
pages={127-143} }

@inbook{Kirkpatrick_2011, address={Manchester}, title={Aesthetic theory and the video game}, booktitle={Aesthetic theory and the video game}, publisher={Manchester University Press}, author={Kirkpatrick, Graeme}, year={2011} }

@inbook{Laurel_1993, address={Reading, Mass}, edition={Revised ed},
title={Computers as theatre},
url={https://contentstore.cla.co.uk/secure/link?id=6f632a7d-bd35-e911-80cd-005056af4099}, booktitle={Computers as theatre}, publisher={Addison-Wesley}, author={Laurel, Brenda}, year={1993}, pages={49-65} }

@misc{Lisberger_1982, title={Tron},
url={https://learningonscreen.ac.uk/ondemand/index.php/prog/001E6AAE?bcast=121143880}, author={Lisberger, Steven}, year={1982} }

@misc{Lisberger_2002, address={S.I.}, title={Tron}, publisher={Disney Channel},
author={Lisberger, Steven}, year={2002} }

@book{Mayra_2008, address={London}, title={An introduction to game studies: games in culture},
url={http://lib.myilibrary.com/browse/open.asp?id=215362&entityid=https://idp.brunel.ac.uk/entity}, publisher={SAGE}, author={Mayra, Frans}, year={2008} }

@book{McGonigal_2011, address={New York}, edition={New ed}, title={Reality is broken: why games make us better and how they can change the world},
publisher={Penguin}, author={McGonigal, Jane}, year={2011} }

@misc{Montola_2005, title={Exploring the Edge of the Magic Circle: Defining Pervasive Games}, url={http://www.markusmontola.fi/exploringtheedge.pdf}, publisher={University of Copenhagen DAC Conference}, author={Montola, Markus}, year={2005} }

@inbook{Murray_2017a, address={Cambridge, Massachusetts}, edition={Updated edition}, title={Hamlet on the holodeck : the future of narrative in cyberspace},
url={https://contentstore.cla.co.uk/secure/link?id=6882974c-f435-e911-80cd-005056af4099}, booktitle={Hamlet on the holodeck: the future of narrative in cyberspace},

publisher={The MIT Press}, author={Murray, Janet Horowitz}, year={2017},
pages={33-79} }

@inbook{Murray_2017b, address={Cambridge, Massachusetts}, edition={Updated
edition}, title={Hamlet on the holodeck: the future of narrative in cyberspace},
booktitle={Hamlet on the holodeck: the future of narrative in cyberspace},
publisher={The MIT Press}, author={Murray, Janet Horowitz}, year={2017} }

@inbook{Newman_2013, address={London}, edition={2nd ed}, title={Videogames},
url={http://lib.myilibrary.com/browse/open.asp?id=417495&entityid=https://idp.brunel.ac.uk/entity}, booktitle={Videogames}, publisher={Routledge}, author={Newman,
James}, year={2013} }

@article{Nicolchina_2017, title={Time in Video Games: Repetitions of the New},
volume={28},
url={https://contentstore.cla.co.uk/secure/link?id=b1cef138-621d-e911-80cd-005056af4099}, DOI={10.1215/10407391-4260519}, number={3}, journal={differences},
author={Nicolchina, Miglena}, year={2017}, month={Dec}, pages={19-43} }

@book{Nitsche_2008, address={Cambridge, Mass}, title={Video game spaces: image,
play, and structure in 3D game worlds},
url={http://www.loc.gov/catdir/toc/ecip0817/2008019730.html}, publisher={MIT Press},
author={Nitsche, Michael}, year={2008} }

@inbook{Perron_2014a, address={New York, NY}, title={The Routledge Companion to
Video Game Studies},
url={http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622},
booktitle={The routledge companion to video game studies}, publisher={Routledge},
author={Perron, Bernard}, editor={Wolf, Mark J. P.}, year={2014} }

@inbook{Perron_2014b, address={New York, NY}, title={The Routledge Companion to
Video Game Studies},
url={http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622},
booktitle={The routledge companion to video game studies}, publisher={Routledge},
author={Perron, Bernard}, editor={Wolf, Mark J. P.}, year={2014} }

@inbook{Perron_2014c, address={New York, NY}, title={The Routledge Companion to
Video Game Studies},
url={http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622},
booktitle={The routledge companion to video game studies}, publisher={Routledge},
author={Perron, Bernard}, editor={Wolf, Mark J. P.}, year={2014} }

@inbook{Perron_2014d, address={New York, NY}, title={The Routledge Companion to
Video Game Studies},
url={http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622},
booktitle={The routledge companion to video game studies}, publisher={Routledge},
author={Perron, Bernard}, editor={Wolf, Mark J. P.}, year={2014} }

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url={http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622},
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@book{Perron_Wolf_2009, address={New York}, title={The video game theory reader 2},
url={https://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780203887660}, publisher={Routledge}, author={Perron, Bernard and Wolf, Mark J. P.},
year={2009} }

@misc{Poremba_2003, title={Remaking Each Other's Dreams: Player Authors in Digital Games},
url={http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.90.7827&rep=rep1&type=pdf}, publisher={New Forms Festival}, author={Poremba, Cindy},
year={2003} }

@book{Rutter_Bryce_2006, address={London}, title={Understanding digital games},
url={http://lib.myilibrary.com/browse/open.asp?id=125156&entityid=https://idp.brunel.ac.uk/entity}, publisher={SAGE}, author={Rutter, Jason and Bryce, Jo}, year={2006} }

@article{Sicart_2011, title={Against Procedurality}, volume={11},
url={http://gamestudies.org/1103/articles/sicart_ap}, number={3}, journal={Game Studies: the international journal of computer game research}, author={Sicart, Miguel},
year={2011} }

@inbook{Sicart_2014, address={Cambridge, Massachusetts}, title={Play Matters},
url={http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3339842},
booktitle={Play matters}, publisher={The MIT Press}, author={Sicart, Miguel},
year={2014} }

@book{Smith_Egenfeldt-Nielsen_Tosca_Egenfeldt-Nielsen_2013, address={New York},
edition={2nd ed}, title={Understanding video games: the essential introduction},
url={http://lib.myilibrary.com/browse/open.asp?id=485287&entityid=https://idp.brunel.ac.uk/entity}, publisher={Routledge}, author={Smith, Jonas Heide and Egenfeldt-Nielsen, Simon and Tosca, Susana Pajares and Egenfeldt-Nielsen, Simon},
year={2013} }

@inbook{Suits_1978a, address={Toronto}, title={The Grasshopper: Games, Life and Utopia},
booktitle={The grasshopper: games, life, and Utopia}, publisher={University of Toronto Press}, author={Suits, Bernard Herbert}, year={1978} }

@inbook{Suits_1978b, address={Toronto}, title={The Grasshopper: Games, Life and Utopia},
url={https://contentstore.cla.co.uk/secure/link?id=a69283e1-0b3c-e911-80cd-005056af4099},
booktitle={The grasshopper: games, life, and Utopia}, publisher={University of Toronto Press}, author={Suits, Bernard Herbert}, year={1978}, pages={3-10} }

@inbook{Suits_1978c, address={Toronto}, title={The Grasshopper: Games, Life and Utopia},
url={https://contentstore.cla.co.uk/secure/link?id=d0b940c3-0c3c-e911-80cd-005056af4099},
booktitle={The grasshopper: games, life, and Utopia}, publisher={University of Toronto Press}, author={Suits, Bernard Herbert}, year={1978}, pages={12-18} }

@inbook{Sutton-Smith_1997a, address={Cambridge, MA.}, title={The Ambiguity of Play},
url={https://contentstore.cla.co.uk/secure/link?id=807342db-123c-e911-80cd-005056af4099}, booktitle={The ambiguity of play}, publisher={Harvard University Press},
author={Sutton-Smith, Brian}, year={1997}, pages={1-17} }

@inbook{Sutton-Smith_1997b, address={Cambridge, MA.}, title={The Ambiguity of Play}, booktitle={The ambiguity of play}, publisher={Harvard University Press},
author={Sutton-Smith, Brian}, year={1997} }

@book{Tekinbas_Zimmerman_2004, address={London}, title={Rules of play: game design fundamentals}, publisher={MIT}, author={Tekinbas, Katie Salen and Zimmerman, Eric}, year={2004} }

@book{Tekinbas_Zimmerman_2006, address={London}, title={The game design reader: a rules of play anthology}, publisher={MIT}, author={Tekinbas, Katie Salen and Zimmerman, Eric}, year={2006} }

@inbook{Wardrip-Fruin_Harrigan_2004a, address={Cambridge, Mass}, title={First Person - New Media as Story Performance and Game},
url={https://contentstore.cla.co.uk/secure/link?id=43101eb0-e435-e911-80cd-005056af4099}, booktitle={First person: new media as story, performance, and game},
publisher={MIT}, author={Wardrip-Fruin, Noah and Harrigan, Pat}, year={2004},
pages={19-33} }

@inbook{Wardrip-Fruin_Harrigan_2004b, address={Cambridge, Mass}, title={First person: new media as story, performance, and game},
url={https://contentstore.cla.co.uk/secure/link?id=b828d103-e435-e911-80cd-005056af4099}, booktitle={First person: new media as story, performance, and game},
publisher={MIT}, author={Wardrip-Fruin, Noah and Harrigan, Pat}, year={2004},
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@inbook{Wolf_2001, address={Austin}, title={The Medium of the Video Game}, booktitle={The medium of the video game}, publisher={University of Texas Press},
author={Wolf, Mark J. P.}, year={2001} }

@inbook{Wolf_2008, address={Westport, Conn}, title={The Video Game Explosion}, booktitle={The video game explosion: a history from PONG to Playstation and beyond}, publisher={Greenwood Press}, author={Wolf, Mark J. P.}, year={2008} }

@inbook{Wolf_Perron_2003a, address={New York}, title={The video game theory reader},
url={http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity}, booktitle={The video game theory reader}, publisher={Routledge},
author={Wolf, Mark J. P. and Perron, Bernard}, year={2003} }

@inbook{Wolf_Perron_2003b, address={New York}, title={The video game theory

reader},
 url={http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity}, booktitle={The video game theory reader}, publisher={Routledge},
 author={Wolf, Mark J. P. and Perron, Bernard}, year={2003} }

@inbook{Wolf_Perron_2003c, address={New York}, title={The video game theory reader},
 url={http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity}, booktitle={The video game theory reader}, publisher={Routledge},
 author={Wolf, Mark J. P. and Perron, Bernard}, year={2003} }

@book{Wolf_Perron_2003d, address={New York}, title={The video game theory reader},
 url={http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity}, publisher={Routledge}, author={Wolf, Mark J. P. and Perron, Bernard},
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@misc{Zagal_Mateas_2007, title={Temporal Frames: A Unifying Framework for the Analysis of Game Temporality},
 url={http://scholar.google.co.uk/scholar_url?url=https%3A%2F%2Fwww.eng.utah.edu%2F~zagal%2FPapers%2FZagal_and_Mateas_TemporalFrames.pdf&hl=en&sa=T&oi=ggp&ct=res&cd=0&d=2918510801366412485&ei=8S43XjiEHMKVmAGd1low&scisig=AAGBfm3-II2Ev5n9ezOh0nS2U8jtOf4S3w&nossl=1&ws=1920x883&at=Temporal%20Frames%3A%20A%20Unifying%20Framework%20for%20the%20Analysis%20of%20Game%20Temporality.&bn=1}, journal={Situated Play, Proceedings of DiGRA 2007 Conference}, author={Zagal, Jose P. and Mateas, Michael}, year={2007} }

@article{Ziegfeld_1989, title={Interactive Fiction: A New Literary Genre?},
 volume={20}, DOI={10.2307/469105}, number={2}, journal={New Literary History},
 author={Ziegfeld, Richard}, year={1989}, month={Winter} }

@article{Inventing Space: Toward a Taxonomy of On- and Off-Screen Space in Video Games_1997, volume={51}, DOI={10.2307/1213527}, number={1}, journal={Film Quarterly}, year={1997}, month={Oct}, pages={11-23} }