

FM5508 - Critical Approaches

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

View Online



-
1.

Lisberger S. Tron. [S.l.]: Disney Channel; 2002.

 2.

Lisberger S. Tron [Internet]. 1982. Available from:
<https://learningonscreen.ac.uk/ondemand/index.php/prog/001E6AAE?bcast=121143880>

 3.

Murray JH. Hamlet on the holodeck : the future of narrative in cyberspace. Hamlet on the holodeck: the future of narrative in cyberspace [Internet]. Updated edition. Cambridge, Massachusetts: The MIT Press; 2017. p. 33-79. Available from:
<https://contentstore.cla.co.uk/secure/link?id=6882974c-f435-e911-80cd-005056af4099>

 4.

Murray JH. Hamlet on the holodeck : the future of narrative in cyberspace. Hamlet on the holodeck: the future of narrative in cyberspace. Updated edition. Cambridge, Massachusetts: The MIT Press; 2017.

 5.

Aarseth EJ. Cybertext : perspectives on ergodic literature. Cybertext: perspectives on ergodic literature [Internet]. Baltimore, Md: Johns Hopkins University Press; 1997. p. 24-51. Available from:
<https://contentstore.cla.co.uk/secure/link?id=ddf7c4b7-ce35-e911-80cd-005056af4099>

 - 6.

Wolf MJP. *The Video Game Explosion. The video game explosion: a history from PONG to Playstation and beyond.* Westport, Conn: Greenwood Press; 2008.

7.

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

8.

Perron B. *The Routledge Companion to Video Game Studies.* In: Wolf MJP, editor. *The routledge companion to video game studies* [Internet]. New York, NY: Routledge; 2014. Available from: <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

9.

Huizinga J. *Homo ludens : a study of the play element in culture.* *Homo ludens: a study of the play element in culture* [Internet]. London: Routledge and Kegan Paul; 1949. p. 1-27. Available from: <https://contentstore.cla.co.uk/secure/link?id=05ccdb4b-ee35-e911-80cd-005056af4099>

10.

Sicart M. *Play Matters.* *Play matters* [Internet]. Cambridge, Massachusetts: The MIT Press; 2014. Available from: <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3339842>

11.

Montola M. *Exploring the Edge of the Magic Circle: Defining Pervasive Games* [Internet]. University of Copenhagen DAC Conference; 2005. Available from: <http://www.markusmontola.fi/exploringtheedge.pdf>

12.

Sutton-Smith B. *The Ambiguity of Play.* *The ambiguity of play* [Internet]. Cambridge, MA.: Harvard University Press; 1997. p. 1-17. Available from: <https://contentstore.cla.co.uk/secure/link?id=807342db-123c-e911-80cd-005056af4099>

13.

Sutton-Smith B. *The Ambiguity of Play*. The ambiguity of play. Cambridge, MA.: Harvard University Press; 1997.

14.

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

15.

Caillois R, Barash M. *Man, Play and Games*. Man, play, and games [Internet]. Urbana: University of Illinois Press; 2001. p. 11-35. Available from: <https://contentstore.cla.co.uk/secure/link?id=8036276f-113c-e911-80cd-005056af4099>

16.

Juul J. *Half-Real: games between real rules and fictional worlds*. Half-real: video games between real rules and fictional worlds [Internet]. Cambridge, Mass: MIT; 2005. p. 23-54. Available from: <https://contentstore.cla.co.uk/secure/link?id=01d05047-cb35-e911-80cd-005056af4099>

17.

Consalvo M. *Cheating: gaining advantage in videogames*. Cambridge, Mass: MIT Press; 2009.

18.

Suits BH. *The Grasshopper: Games, Life and Utopia*. The grasshopper: games, life, and Utopia. Toronto: University of Toronto Press; 1978.

19.

Suits BH. *The Grasshopper: Games, Life and Utopia*. The grasshopper: games, life, and

Utopia [Internet]. Toronto: University of Toronto Press; 1978. p. 3–10. Available from: <https://contentstore.cla.co.uk/secure/link?id=a69283e1-0b3c-e911-80cd-005056af4099>

20.

Suits BH. The Grasshopper: Games, Life and Utopia. The grasshopper: games, life, and Utopia [Internet]. Toronto: University of Toronto Press; 1978. p. 12–18. Available from: <https://contentstore.cla.co.uk/secure/link?id=d0b940c3-0c3c-e911-80cd-005056af4099>

21.

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

22.

Newman J. Videogames. Videogames [Internet]. 2nd ed. London: Routledge; 2013. Available from: <http://lib.myilibrary.com/browse/open.asp?id=417495&entityid=https://idp.brunel.ac.uk/entity>

23.

Wolf MJP, Perron B. The video game theory reader. The video game theory reader [Internet]. New York: Routledge; 2003. Available from: <http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

24.

Darley A. Visual digital culture: surface play and spectacle in new media genres [Internet]. London: Routledge; 2000. Available from: <http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity>

25.

Galloway A. Social Realism in Gaming. Game Studies: the international journal of computer game research [Internet]. 2004;4(1). Available from: <http://www.gamestudies.org/0401/galloway/>

26.

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

<https://www.gamejournal.it/reverse-engineering-graphical-innovation-an-introduction-to-graphical-regimes/>

27.

Bogost I. Persuasive Games: the expressive power of video games. *Persuasive games: the expressive power of videogames* [Internet]. Cambridge, MA: MIT Press; 2007. Available from:

<http://lib.myilibrary.com/browse/open.asp?id=210078&entityid=https://idp.brunel.ac.uk/entity>

28.

Sicart M. Against Procedurality. *Game Studies: the international journal of computer game research* [Internet]. 2011;11(3). Available from:

http://gamestudies.org/1103/articles/sicart_ap

29.

Wolf MJP, Perron B. The video game theory reader. *The video game theory reader* [Internet]. New York: Routledge; 2003. Available from:

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

30.

Bogost I. Unit Operations : An Approach to Videogame Criticism. *Unit operations: an approach to videogame criticism* [Internet]. Cambridge, Mass: MIT Press; 2006. Available from:

<http://lib.myilibrary.com/browse/open.asp?id=209779&entityid=https://idp.brunel.ac.uk/entity>

31.

Laurel B. Computers as theatre. *Computers as theatre* [Internet]. Revised ed. Reading,

Mass: Addison-Wesley; 1993. p. 49–65. Available from:
<https://contentstore.cla.co.uk/secure/link?id=6f632a7d-bd35-e911-80cd-005056af4099>

32.

Wolf MJP, Perron B. The video game theory reader. The video game theory reader [Internet]. New York: Routledge; 2003. Available from:
<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

33.

Wardrip-Fruin N, Harrigan P. First Person - New Media as Story Performance and Game. First person: new media as story, performance, and game [Internet]. Cambridge, Mass: MIT; 2004. p. 19–33. Available from:
<https://contentstore.cla.co.uk/secure/link?id=43101eb0-e435-e911-80cd-005056af4099>

34.

Perron B. The Routledge Companion to Video Game Studies. In: Wolf MJP, editor. The routledge companion to video game studies [Internet]. New York, NY: Routledge; 2014. Available from: <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

35.

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

36.

Crawford C. The Game Design Sequence. The art of computer game design [Internet]. Berkeley, Calif: Osborne/McGraw-Hill; 1984. p. 59–75. Available from:
<https://contentstore.cla.co.uk/secure/link?id=b6311b8d-bb35-e911-80cd-005056af4099>

37.

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

38.

Poremba C. Remaking Each Other's Dreams: Player Authors in Digital Games [Internet]. New Forms Festival; 2003. Available from: <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.90.7827&rep=rep1&type=pdf>

39.

Perron B. The Routledge Companion to Video Game Studies. In: Wolf MJP, editor. The routledge companion to video game studies [Internet]. New York, NY: Routledge; 2014. Available from: <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

40.

Barthes R, Heath S. Image, Music, Text. Image, music, text. London: Fontana Press; 1977.

41.

Erlhoff M, Marshall T. Design Dictionary; Perspectives on Design Terminology. Design dictionary: perspectives on design terminology. Basel: Birkh auser; 2008.

42.

Atkins B, Krzywinska T. Videogame, player, text. Videogame, player, text [Internet]. Manchester: Manchester University Press; 2007. p. 101-119. Available from: <https://contentstore.cla.co.uk/secure/link?id=beb0ae08-b935-e911-80cd-005056af4099>

43.

Kirkpatrick G. Controller, Hand, Screen: Aesthetic Form in the Computer Game. Games and Culture. 2009 Apr 1;4(2):127-143.

44.

Galloway AR. Gaming: essays on algorithmic culture. Gaming: essays on algorithmic culture [Internet]. Minneapolis, Minn: University of Minnesota Press; 2006. Available from: <http://lib.myilibrary.com/browse/open.asp?id=522381&entityid=https://idp.brunel.ac.uk/entity>

45.

Perron B. The Routledge Companion to Video Game Studies. In: Wolf MJP, editor. The routledge companion to video game studies [Internet]. New York, NY: Routledge; 2014. Available from: <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

46.

Kirkpatrick G. Aesthetic theory and the video game. Aesthetic theory and the video game. Manchester: Manchester University Press; 2011.

47.

Nitsche M. Video game spaces: image, play, and structure in 3D game worlds [Internet]. Cambridge, Mass: MIT Press; 2008. Available from: <http://www.loc.gov/catdir/toc/ecip0817/2008019730.html>

48.

Wardrip-Fruin N, Harrigan P. First person: new media as story, performance, and game. First person: new media as story, performance, and game [Internet]. Cambridge, Mass: MIT; 2004. p. 118–130. Available from: <https://contentstore.cla.co.uk/secure/link?id=b828d103-e435-e911-80cd-005056af4099>

49.

King G, Krzywinska T. Tomb raiders and space invaders : videogame forms and contexts. Tomb raiders and space invaders: videogame forms and contexts [Internet]. London: I. B. Tauris; 2006. Available from: <http://lib.myilibrary.com/browse/open.asp?id=252675&entityid=https://idp.brunel.ac.uk/entity>

50.

Inventing Space: Toward a Taxonomy of On- and Off-Screen Space in Video Games. *Film Quarterly*. 1997 Oct;51(1):11–23.

51.

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

52.

Nikolchina M. Time in Video Games: Repetitions of the New. *differences* [Internet]. 2017 Dec 1;28(3):19–43. Available from: <https://contentstore.cla.co.uk/secure/link?id=b1cef138-621d-e911-80cd-005056af4099>

53.

Zagal JP, Mateas M. Temporal Frames: A Unifying Framework for the Analysis of Game Temporality [Internet]. *Situated Play, Proceedings of DiGRA 2007 Conference*. 2007. Available from: 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=8S43XjiEHMKVmA Gd1low&scisig=AAGBfm3-II2Ev5n9ezOh0nS2U8jtOf4S3w&nossl=1&ws=1920x883&at=Temporal%20Frames%3A%20A%20Unifying%20Framework%20for%20the%20Analysis%20of%20Game%20Temporality.&bn=1

54.

Wolf MJP. *The Medium of the Video Game*. The medium of the video game. Austin: University of Texas Press; 2001.

55.

Smith JH, Egenfeldt-Nielsen S, Tosca SP, Egenfeldt-Nielsen S. *Understanding video games: the essential introduction* [Internet]. 2nd ed. New York: Routledge; 2013. Available from: <http://lib.myilibrary.com/browse/open.asp?id=485287&entityid=https://idp.brunel.ac.uk/entity>

56.

Fernandez-Vara C. Introduction to game analysis [Internet]. New York: Routledge; 2015. Available from:
<http://lib.myilibrary.com/browse/open.asp?id=628648&entityid=https://idp.brunel.ac.uk/entity>

57.

Mayra F. An introduction to game studies: games in culture [Internet]. London: SAGE; 2008. Available from:
<http://lib.myilibrary.com/browse/open.asp?id=215362&entityid=https://idp.brunel.ac.uk/entity>

58.

Rutter J, Bryce J. Understanding digital games [Internet]. London: SAGE; 2006. Available from:
<http://lib.myilibrary.com/browse/open.asp?id=125156&entityid=https://idp.brunel.ac.uk/entity>

59.

Wolf MJP, Perron B. The video game theory reader [Internet]. New York: Routledge; 2003. Available from:
<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

60.

Perron B, Wolf MJP. The video game theory reader 2 [Internet]. New York: Routledge; 2009. Available from:
<https://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780203887660>

61.

Perron B. The routledge companion to video game studies [Internet]. Wolf MJP, editor. New York, NY: Routledge; 2014. Available from:
<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

62.

Tekinbas KS, Zimmerman E. Rules of play: game design fundamentals. London: MIT; 2004.

63.

Tekinbas KS, Zimmerman E. The game design reader: a rules of play anthology. London: MIT; 2006.