

GD5604 - Game Studies: Concepts, Contexts and Analyses

Module leader: Andra Ivănescu

View Online



1.

Egenfeldt-Nielsen S, Smith JH, Tosca SP. Understanding Video Games: The Essential Introduction. Third edition. Routledge; 2016.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4218727>

2.

Fernández-Vara C. Introduction to Game Analysis. Second edition. Routledge; 2019.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5646038>

3.

Mayer F. An Introduction to Game Studies: Games in Culture. SAGE; 2008.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=448458>

4.

Rutter J, Bryce J. Understanding Digital Games. SAGE; 2006.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=334602>

5.

Wolf MJP, Perron B. The Video Game Theory Reader. Routledge; 2003.

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

6.

Perron B, Wolf MJP. The Video Game Theory Reader 2. Routledge; 2009.
<https://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780203887660>

7.

Perron B. The Routledge Companion to Video Game Studies. (Wolf MJP, ed.). Routledge; 2014. <http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

8.

Tekinbaðs KS, Zimmerman E. Rules of Play: Game Design Fundamentals. MIT; 2004.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6246539>

9.

Tekinbaðs KS, Zimmerman E. The Game Design Reader: A Rules of Play Anthology. MIT; 2006. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6246515>

10.

Tekinbaðs KS, Zimmerman E. Chapter 27, Salen, K. & Zimmerman, E., 'Games as the Play of Simulation', pp. 420-458. In: Rules of Play: Game Design Fundamentals. MIT; 2004:420-458.
<https://contentstore.cla.co.uk/secure/link?id=0e4465ec-f38d-ea11-80cd-005056af4099>

11.

Bogost I. Ian Bogost, 'Procedural Rhetoric', pp. 1-64. In: Persuasive Games: The Expressive Power of Videogames. MIT Press; 2007:1-64.
<http://lib.myilibrary.com/browse/open.asp?id=210078&entityid=https://idp.brunel.ac.uk/entity>

12.

Sicart M. Against Procedurality. Game Studies. 11(3).
http://gamestudies.org/1103/articles/sicart_ap

13.

Baudrillard J. Jean Baudrillard, 'The Precession of Simulacra'. In: Simulacra and Simulation. University of Michigan Press; 1994:1-14.
<https://contentstore.cla.co.uk/secure/link?id=bd80ac55-f58d-ea11-80cd-005056af4099>

14.

Wolf MJP, Perron B. Gonzalo Frasca, 'Simulation vs Narrative: Introduction to Ludology', pp. 231-236. In: The Video Game Theory Reader. Routledge; 2003:221-236.
<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

15.

Bogost I. Unit Operations: An Approach to Videogame Criticism. MIT Press; 2006.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3338585>

16.

Gray H. The Ontology of the Photographic Image. Film Quarterly. 1960;13(4):4-9.
[doi:10.2307/1210183](https://doi.org/10.2307/1210183)

17.

Wolf MJP, Perron B. Mark J. P. Wolf, 'Abstraction in the Video Game', pp. 47-65. In: The Video Game Theory Reader. Routledge; 2003:47-65.
<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

18.

Darley A. Visual Digital Culture: Surface Play and Spectacle in New Media Genres. Routledge; 2000.
<http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity>

19.

Galloway AR. Social Realism in Gaming. Game Studies. 2004;4(1).

<http://www.gamestudies.org/0401/galloway/>

20.

Järvinen A. Gran Stylistissimo: The Audiovisual Elements and Styles in Computer Games. In: Computer Games and Digital Cultures Conference Proceedings. Vol 1. Tampere University Press; 2002.

<http://www.digra.org/digital-library/publications/gran-stylistissimo-the-audiovisual-elements-and-styles-in-computer-and-video-games/>

21.

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

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

22.

Nitsche M. Video Game Spaces: Image, Play, and Structure in 3D Game Worlds. MIT Press; 2008. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3338970>

23.

Wardrip-Fruin N, Harrigan P. Henry Jenkins, 'Game Design as Narrative Architecture', pp. 118–130. In: First Person: New Media as Story, Performance, and Game. MIT; 2004:118-130.

<https://contentstore.cla.co.uk/secure/link?id=9f7c3a20-fa8d-ea11-80cd-005056af4099>

24.

Wardrip-Fruin N, Harrigan P. Jesper Juul, 'Introduction to Game Time', pp. 131–142. In: First Person: New Media as Story, Performance, and Game. MIT; 2004.

<https://contentstore.cla.co.uk/secure/link?id=387523b6-8281-eb11-85aa-281878520afa>

25.

Nikolchina M. Time in Video Games: Repetitions of the New. Differences-a journal of

feminist cultural studies. 28(3):19-43. doi:10.1215/10407391-4260519

26.

King G, Krzywinska T. Gamescapes: Exploration and Virtual Presence in Game-Worlds, pp. 76-123. In: Tomb Raiders and Space Invaders: Videogame Forms and Contexts. I. B. Tauris; 2006:76-123.

<http://lib.myilibrary.com/browse/open.asp?id=252675&entityid=https://idp.brunel.ac.uk/entity>

27.

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

28.

Zagal JP, Michael M. Temporal Frames: A Unifying Framework for the Analysis of Game Temporality. DiGRA '07 - Proceedings of the 2007 DiGRA International Conference: Situated Play.

<http://www.digra.org/digital-library/publications/temporal-frames-a-unifying-framework-for-the-analysis-of-game-temporality/>

29.

Wolf MJP. 'Time in the Video Game', pp. 77-92. In: The Medium of the Video Game. University of Texas Press; 2001:77-92.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4322317>

30.

Wolf MJP. Brenda Laurel, 'The Six Elements and the Casual Relations Among Them', pp. 49-65. In: The Medium of the Video Game. University of Texas Press; 2001:49-65.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4322317>

31.

Wolf MJP, Perron B. Markku Eskelinen and Rahnild Tronstad, 'Video Game and Configurative Performances', pp. 195-220. In: The Video Game Theory Reader. Routledge;

2003:195-220.

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

32.

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

33.

Galloway AR. 'Gamic Action, Four Moments', pp.1-38. In: *Gaming: Essays on Algorithmic Culture*. Vol v. 18. University of Minnesota Press; 2006:1-38.

<http://lib.myilibrary.com/browse/open.asp?id=522381&entityid=https://idp.brunel.ac.uk/entity>

34.

Perron B. Grant Tavinor, 'Art and Aesthetics', pp. 59-66. In: Wolf MJP, ed. *The Routledge Companion to Video Game Studies*. Routledge; 2014:59-66.

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

35.

Kirkpatrick G. Graeme Kirkpatrick, 'The Aesthetic Approach', pp. 12-47. In: *Aesthetic Theory and the Video Game*. Manchester University Press; 2011:12-47.

<https://contentstore.cla.co.uk/secure/link?id=c2dc074d-f28d-ea11-80cd-005056af4099>

36.

Wardrip-Fruin N, Harrigan P. Michael Mateas, 'A Preliminary Poetics of Interactive Drama and Games', pp. 19-33. In: *First Person: New Media as Story, Performance, and Game*. MIT; 2004:19-33.

<https://contentstore.cla.co.uk/secure/link?id=5e84169f-f88d-ea11-80cd-005056af4099>

37.

Nitsche M. Michael Nitsche, 'Performance', pp. 388-395. In: Wolf MJP, ed. *The Routledge Companion to Video Game Studies*. Routledge; 2014:388-395.

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

38.

Williams R, Gable R. Williams, R. 1989 [1958]. 'Culture is Ordinary', pp. 3-18. In: Resources of Hope: Culture, Democracy, Socialism. Verso; 1989:3-18.

<https://contentstore.cla.co.uk/secure/link?id=5f734317-f18d-ea11-80cd-005056af4099>

39.

Shaw A. What Is Video Game Culture? Cultural Studies and Game Studies. Games and Culture. 2010;5(4):403-424. doi:10.1177/1555412009360414

40.

Kirkpatrick G. Chapter 3, 'The Formation of Gaming Culture', pp. 70-97. In: Computer Games and the Social Imaginary. Polity; 2013:70-97.

<http://lib.myilibrary.com/browse/open.asp?id=540328&entityid=https://idp.brunel.ac.uk/entity>

41.

Nardi BA. Chapter 2, 'An Ethnographic Investigation of World of Warcraft', pp. 27-36. In: My Life as a Night Elf Priest: An Anthropological Account of World of Warcraft. University of Michigan Press; :27-36.

<https://lib.myilibrary.com/browse/open.asp?id=263913&entityid=https://idp.brunel.ac.uk/entity>

42.

Taylor TL. Chapter 5, 'Spectatorship and Fandom', pp. 181-238. In: Raising the Stakes: E-Sports and the Professionalization of Computer Gaming. MIT Press; 2012:181-238.

<http://lib.myilibrary.com/browse/open.asp?id=359454&entityid=https://idp.brunel.ac.uk/entity>

43.

Jenkins H. Chapter 2, 'Star Trek Rerun, Reread, Rewritten: Fan Writing as Textual Poaching', pp. 37-60. In: Fans, Bloggers and Gamers: Exploring Participatory Culture. New York University Press; 2006:37-60.

<https://contentstore.cla.co.uk/secure/link?id=701f5b0b-f08d-ea11-80cd-005056af4099>

44.

Richardson JG. Bourdieu, P. (1986), 'The forms of capital', pp. 241-258. In: Handbook of Theory and Research for the Sociology of Education. Greenwood Press; 1986:241-258.
<https://contentstore.cla.co.uk/secure/link?id=3c87f4aa-8e8b-ea11-80cd-005056af4099>

45.

Crenshaw KW. Demarginalizing the Intersection of Race and Sex: A Black Feminist Critique of Antidiscrimination Doctrine, Feminist Theory and Antiracist Politics. University of Chicago Legal Forum. 1989;1(8). doi:10.4324/9780429500480

46.

Williams D, Martins N, Consalvo M, Ivory JD. The virtual census: representations of gender, race and age in video games. New Media & Society. 2009;11(5):815-834.
doi:10.1177/1461444809105354

47.

Monson MJ. Race-Based Fantasy Realm. Games and Culture. 2012;7(1):48-71.
doi:10.1177/1555412012440308

48.

MacCallum-Stewart E. Take That, Bitches! Refiguring Lara Croft in Feminist Game Narratives. Game Studies. 2014;14(2).
<http://gamestudies.org/1402/articles/maccallumstewart>

49.

Kafai YB, Richard GT, Tynes BM, eds. Kafai, Y et al., 'The Need for Intersectional Perspectives and Inclusive Design in Gaming'. In: Diversifying Barbie and Mortal Kombat: Intersectional Perspectives and Inclusive Designs in Gaming. Carnegie Mellon, ETC Press; 2016.

50.

Mortensen TE. Anger, Fear, and Games: The Long Event of #GamerGate. *Games and Culture*. 2018;13(8):787-806. doi:10.1177/1555412016640408

51.

Taylor TL. Chapter 4, 'Where the women are', pp. 93-124. In: *Play between Worlds: Exploring Online Game Culture*. MIT; 2006.
<http://lib.myilibrary.com/browse/open.asp?id=210089&entityid=https://idp.brunel.ac.uk/entity>

52.

Corneliussen H, Rettberg JW. 'World of Warcraft as a Playground for Feminism', pp. 63-86. In: *Digital Culture, Play, and Identity: A World of Warcraft Reader*. MIT Press; :63-86.
<http://lib.myilibrary.com/browse/open.asp?id=209960&entityid=https://idp.brunel.ac.uk/entity>

53.

Poor N. Digital Elves as a Racial Other in Video Games. *Games and Culture*. 2012;7(5):375-396. doi:10.1177/1555412012454224

54.

Leonard D. "Live in Your World, Play in Ours": Race, Video Games, and Consuming the Other. *SIMILE: Studies In Media & Information Literacy Education*. 2003;3(4):1-9.
doi:10.3138/sim.3.4.002

55.

Meyers M, ed. Meyers, M. (2019), 'Neoliberalism and the Media: History and Context', pp. 3-18. In: *Neoliberalism and the Media*. Routledge; 2019:3-18.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5667456>

56.

Dyer-Witheford N, De Peuter G. Chapter 6, 'Imperial City: Grand Theft Auto', pp. 190-219. In: *Games of Empire: Global Capitalism and Video Games*. Vol 29. University of Minnesota Press; 2009. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=574702>

57.

Dyer-Witheford N, De Peuter G. Chapter 8, 'Exodus: The Metaverse and the Mines', pp. 252-267. In: Games of Empire: Global Capitalism and Video Games. Vol 29. University of Minnesota Press; 2009.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=574702>

58.

Kelly M. The Game of Politics. Games and Culture. 2018;13(5):459-478.
doi:10.1177/1555412015623897

59.

Kerr A. Chapter 3, 'Digital Games as Cultural Industry', pp. 43-74. In: The Business and Culture of Digital Games: Gamework/Gameplay. SAGE; 2006.
<http://lib.myilibrary.com/browse/open.asp?id=125158&entityid=https://idp.brunel.ac.uk/entity>

60.

Dooghan D. Digital Conquerors: and the Apologetics of Neoliberalism. Games and Culture. 2019;14(1):67-86. doi:10.1177/1555412016655678

61.

Pérez-Latorre Ó, Oliva M. Video Games, Dystopia, and Neoliberalism: The Case of BioShock Infinite. Games and Culture. 2019;14(7-8):781-800. doi:10.1177/1555412017727226

62.

Giddings S. Accursed Play: The Economic Imaginary of Early Game Studies. Games and Culture. 2018;13(7):765-783. doi:10.1177/1555412018755914

63.

Cohen S. Chapter 1, 'Deviance and Moral Panics', pp. 1-20. In: Folk Devils and Moral Panics: The Creation of the Mods and Rockers. Routledge; 2011.

<http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=361916>

64.

Laycock J. Dangerous Games: What the Moral Panic over Role-Playing Games Says about Play, Religion, and Imagined Worlds. University of California Press; 2015.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1775219>

65.

Kowert R, Quandt T, eds. Coulson, M. and Ferguson, C. (2016), 'The influence of Digital Games on Aggression and Violent Crime'. In: The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Digital Games. Routledge, Taylor & Francis Group; 2016.

<http://lib.myilibrary.com/browse/open.asp?id=826241&entityid=https://idp.brunel.ac.uk/entity>

66.

APA task force on violent media. Technical report on the review of the violent video game literature. Published online 2015. <http://www.apa.org/pi/families/violent-media.aspx>

67.

Waldron D. Role-Playing Games and the Christian Right: Community Formation in Response to a Moral Panic | The Journal of Religion and Popular Culture. The Journal of Religion and Popular Culture. 9(1):3-3. doi:10.3138/jrpc.9.1.003

68.

Furedi F. Moral Panic and Reading: Early Elite Anxieties About the Media Effect. Cultural Sociology. 2016;10(4):523-537. doi:10.1177/1749975515626953