

GD5604 - Game Studies: Concepts, Contexts and Analyses

Module leader: Andra Ivănescu

View Online



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

Arsenault, D. (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/>

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

Bogost, I. (2006). *Unit operations: an approach to videogame criticism*. MIT Press.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3338585>

Bogost, I. (2007). Ian Bogost, 'Procedural Rhetoric', pp. 1-64. In *Persuasive games: the expressive power of videogames* (pp. 1-64). MIT Press.
<http://lib.myilibrary.com/browse/open.asp?id=210078&entityid=https://idp.brunel.ac.uk/entity>

Cohen, S. (2011). Chapter 1, 'Deviance and Moral Panics', pp. 1-20. In *Folk devils and moral panics: the creation of the Mods and Rockers*. Routledge.
<http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=361916>

Corneliussen, H., & Rettberg, J. W. (n.d.). 'World of Warcraft as a Playground for Feminism', pp. 63-86. In *Digital culture, play, and identity: a World of Warcraft reader* (pp. 63-86). MIT Press.
<http://lib.myilibrary.com/browse/open.asp?id=209960&entityid=https://idp.brunel.ac.uk/entity>

Crenshaw, K. W. (1989). Demarginalizing the Intersection of Race and Sex: A Black Feminist Critique of Antidiscrimination Doctrine, Feminist Theory and Antiracist Politics. *University of Chicago Legal Forum*, 1(8). <https://doi.org/10.4324/9780429500480>

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

Dooghan, D. (2019). Digital Conquerors: and the Apologetics of Neoliberalism. *Games and Culture*, 14(1), 67–86. <https://doi.org/10.1177/1555412016655678>

Dyer-Witheford, N., & De Peuter, G. (2009a). 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. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=574702>

Dyer-Witheford, N., & De Peuter, G. (2009b). 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. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=574702>

Egenfeldt-Nielsen, S., Smith, J. H., & Tosca, S. P. (2016). *Understanding video games: the essential introduction* (Third edition). Routledge. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4218727>

Fernández-Vara, C. (2019). *Introduction to game analysis* (Second edition). Routledge. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5646038>

Furedi, F. (2016). Moral Panic and Reading: Early Elite Anxieties About the Media Effect. *Cultural Sociology*, 10(4), 523–537. <https://doi.org/10.1177/1749975515626953>

Galloway, A. R. (2004). Social Realism in Gaming. *Game Studies*, 4(1). <http://www.gamestudies.org/0401/galloway/>

Galloway, A. R. (2006). 'Gamic Action, Four Moments', pp.1–38. In *Gaming: essays on algorithmic culture: Vol. v. 18* (pp. 1–38). University of Minnesota Press. <http://lib.myilibrary.com/browse/open.asp?id=522381&entityid=https://idp.brunel.ac.uk/entity>

Giddings, S. (2018). Accursed Play: The Economic Imaginary of Early Game Studies. *Games and Culture*, 13(7), 765–783. <https://doi.org/10.1177/1555412018755914>

Gray, H. (1960). The Ontology of the Photographic Image. *Film Quarterly*, 13(4), 4–9. <https://doi.org/10.2307/1210183>

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>

Järvinen, A. (2002). Gran Stylissimo: The Audiovisual Elements and Styles in Computer Games. *Computer Games and Digital Cultures Conference Proceedings*, 1. <http://www.digra.org/digital-library/publications/gran-stylissimo-the-audiovisual-elements-and-styles-in-computer-and-video-games/>

Jenkins, H. (2006). Chapter 2, 'Star Trek Rerun, Reread, Rewritten: Fan Writing as Textual Poaching', pp. 37–60. In *Fans, bloggers and gamers: exploring participatory culture* (pp. 37–60). New York University Press.

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

Kafai, Y. B., Richard, G. T., & Tynes, B. M. (Eds.). (2016). 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.

Kelly, M. (2018). The Game of Politics. *Games and Culture*, 13(5), 459–478.
<https://doi.org/10.1177/1555412015623897>

Kerr, A. (2006). Chapter 3, 'Digital Games as Cultural Industry', pp. 43-74. In *The business and culture of digital games: gamework/gameplay*. SAGE.
<http://lib.myilibrary.com/browse/open.asp?id=125158&entityid=https://idp.brunel.ac.uk/entity>

King, G., & Krzywinska, T. (2006). Gamescapes: Exploration and Virtual Presence in Game-Worlds, pp. 76-123. In *Tomb raiders and space invaders: videogame forms and contexts* (pp. 76–123). 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). Graeme Kirkpatrick, 'The Aesthetic Approach', pp. 12–47. In *Aesthetic theory and the video game* (pp. 12–47). Manchester University Press.
<https://contentstore.cla.co.uk/secure/link?id=c2dc074d-f28d-ea11-80cd-005056af4099>

Kirkpatrick, G. (2013). Chapter 3, 'The Formation of Gaming Culture', pp. 70-97. In *Computer games and the social imaginary* (pp. 70–97). Polity.
<http://lib.myilibrary.com/browse/open.asp?id=540328&entityid=https://idp.brunel.ac.uk/entity>

Kowert, R., & Quandt, T. (Eds.). (2016). 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.
<http://lib.myilibrary.com/browse/open.asp?id=826241&entityid=https://idp.brunel.ac.uk/entity>

Laycock, J. (2015). *Dangerous games: what the moral panic over role-playing games says about play, religion, and imagined worlds*. University of California Press.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1775219>

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

MacCallum-Stewart, E. (2014). Take That, Bitches! Refiguring Lara Croft in Feminist Game Narratives. *Game Studies*, 14(2). <http://gamestudies.org/1402/articles/maccallumstewart>
Mèayrèa, F. (2008). *An introduction to game studies: games in culture*. SAGE.

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

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

Monson, M. J. (2012). Race-Based Fantasy Realm. *Games and Culture*, 7(1), 48-71.
<https://doi.org/10.1177/1555412012440308>

Mortensen, T. E. (2018). Anger, Fear, and Games: The Long Event of #GamerGate. *Games and Culture*, 13(8), 787-806. <https://doi.org/10.1177/1555412016640408>

Nardi, B. A. (n.d.). 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* (pp. 27-36). University of Michigan Press.
<https://lib.myilibrary.com/browse/open.asp?id=263913&entityid=https://idp.brunel.ac.uk/entity>

Nikolchina, M. (n.d.). Time in Video Games: Repetitions of the New. *Differences-a Journal of Feminist Cultural Studies*, 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. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3338970>

Nitsche, M. (2014). Michael Nitsche, 'Performance', pp. 388-395. In M. J. P. Wolf (Ed.), *The routledge companion to video game studies* (pp. 388-395). Routledge.
<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

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

Perron, B. (2014a). Grant Tavinor, 'Art and Aesthetics', pp. 59-66. In M. J. P. Wolf (Ed.), *The routledge companion to video game studies* (pp. 59-66). Routledge.
<http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622>

Perron, B. (2014b). *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>

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

Richardson, J. G. (1986). Bourdieu, P. (1986), 'The forms of capital', pp. 241-258. In *Handbook of theory and research for the sociology of education* (pp. 241-258). Greenwood Press.
<https://contentstore.cla.co.uk/secure/link?id=3c87f4aa-8e8b-ea11-80cd-005056af4099>

- Rutter, J., & Bryce, J. (2006). *Understanding digital games*. SAGE.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=334602>
- Shaw, A. (2010). What Is Video Game Culture? *Cultural Studies and Game Studies*. *Games and Culture*, 5(4), 403–424. <https://doi.org/10.1177/1555412009360414>
- Sicart, M. (n.d.). Against Procedurality. *Game Studies*, 11(3).
http://gamestudies.org/1103/articles/sicart_ap
- Taylor, T. L. (2006). Chapter 4, 'Where the women are', pp. 93-124. In *Play between worlds: exploring online game culture*. MIT.
<http://lib.myilibrary.com/browse/open.asp?id=210089&entityid=https://idp.brunel.ac.uk/entity>
- Taylor, T. L. (2012). Chapter 5, 'Spectatorship and Fandom', pp. 181-238. In *Raising the stakes: e-sports and the professionalization of computer gaming* (pp. 181–238). MIT Press.
<http://lib.myilibrary.com/browse/open.asp?id=359454&entityid=https://idp.brunel.ac.uk/entity>
- Tekinbaðs, K. S., & Zimmerman, E. (2004a). Chapter 27, Salen, K. & Zimmerman, E., 'Games as the Play of Simulation', pp. 420-458. In *Rules of play: game design fundamentals* (pp. 420–458). MIT.
<https://contentstore.cla.co.uk/secure/link?id=0e4465ec-f38d-ea11-80cd-005056af4099>
- Tekinbaðs, K. S., & Zimmerman, E. (2004b). *Rules of play: game design fundamentals*. MIT.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6246539>
- Tekinbaðs, K. S., & Zimmerman, E. (2006). *The game design reader: a rules of play anthology*. MIT.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6246515>
- Waldron, D. (n.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. <https://doi.org/10.3138/jrpc.9.1.003>
- Wardrip-Fruin, N., & Harrigan, P. (2004a). Henry Jenkins, 'Game Design as Narrative Architecture', pp. 118–130. In *First person: new media as story, performance, and game* (pp. 118–130). MIT.
<https://contentstore.cla.co.uk/secure/link?id=9f7c3a20-fa8d-ea11-80cd-005056af4099>
- Wardrip-Fruin, N., & Harrigan, P. (2004b). Jesper Juul, 'Introduction to Game Time', pp. 131–142. In *First person: new media as story, performance, and game*. MIT.
<https://contentstore.cla.co.uk/secure/link?id=387523b6-8281-eb11-85aa-281878520afa>
- Wardrip-Fruin, N., & Harrigan, P. (2004c). Michael Mateas, 'A Preliminary Poetics of Interactive Drama and Games', pp. 19–33. In *First person: new media as story, performance, and game* (pp. 19–33). MIT.
<https://contentstore.cla.co.uk/secure/link?id=5e84169f-f88d-ea11-80cd-005056af4099>
- Williams, D., Martins, N., Consalvo, M., & Ivory, J. D. (2009). The virtual census: representations of gender, race and age in video games. *New Media & Society*, 11(5),

815-834. <https://doi.org/10.1177/1461444809105354>

Williams, R., & Gable, R. (1989). Williams, R. 1989 [1958]. 'Culture is Ordinary', pp. 3-18. In *Resources of hope: culture, democracy, socialism* (pp. 3-18). Verso.
<https://contentstore.cla.co.uk/secure/link?id=5f734317-f18d-ea11-80cd-005056af4099>

Wolf, M. J. P. (2001a). Brenda Laurel, 'The Six Elements and the Casual Relations Among Them', pp. 49-65. In *The medium of the video game* (pp. 49-65). University of Texas Press. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4322317>

Wolf, M. J. P. (2001b). 'Time in the Video Game', pp. 77-92. In *The medium of the video game* (pp. 77-92). University of Texas Press.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4322317>

Wolf, M. J. P., & Perron, B. (2003a). Gonzalo Frasca, 'Simulation vs Narrative: Introduction to Ludology', pp. 231-236. In *The video game theory reader* (pp. 221-236). Routledge.
<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

Wolf, M. J. P., & Perron, B. (2003b). Mark J. P. Wolf, 'Abstraction in the Video Game', pp. 47-65. In *The video game theory reader* (pp. 47-65). Routledge.
<http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.uk/entity>

Wolf, M. J. P., & Perron, B. (2003c). Markku Eskelinen and Rahnild Tronstad, 'Video Game and Configurative Performances', pp. 195-220. In *The video game theory reader* (pp. 195-220). 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., & Michael, M. (n.d.). Temporal Frames: A Unifying Framework for the Analysis of Game Temporality. In *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/>