GD5604 - Game Studies: Concepts, Contexts and Analyses

Module leader: Andra Ivănescu

APA task force on violent media (2015) 'Technical report on the review of the violent video game literature'. American Psychological Association. Available at: 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). Available at: 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. Ann Arbor: University of Michigan Press, pp. 1–14. Available at: https://contentstore.cla.co.uk/secure/link?id=bd80ac55-f58d-ea11-80cd-005056af4099.

Bogost, I. (2006) Unit operations: an approach to videogame criticism. Cambridge, Mass: MIT Press. Available at: 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. Cambridge, MA: MIT Press, pp. 1–64. Available at: 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. London: Routledge. Available at: 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. and Rettberg, J.W. (no date) '"World of Warcraft as a Playground for Feminism", pp. 63-86', in Digital culture, play, and identity: a World of Warcraft reader. Cambridge, MA: MIT Press, pp. 63–86. Available at: 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). Available at: https://doi.org/10.4324/9780429500480.

Darley, A. (2000) Visual digital culture: surface play and spectacle in new media genres. London: Routledge. Available at:

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), pp. 67–86. Available at:
https://doi.org/10.1177/1555412016655678.

Dyer-Witheford, N. and De Peuter, G. (2009a) 'Chapter 6, "Imperial City: Grand Theft
Auto", pp. 190-219', in Games of empire: global capitalism and video games. Minneapolis:
University of Minnesota Press. Available at:
https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=574702.

Dyer-Witheford, N. and De Peuter, G. (2009b) 'Chapter 8, "Exodus: The Metaverse and the
Mines", pp. 252-267', in Games of empire: global capitalism and video games.
Minneapolis: University of Minnesota Press. Available at:
https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=574702.

Egenfeldt-Nielsen, S., Smith, J.H. and Tosca, S.P. (2016) Understanding video games: the
essential introduction. Third edition. New York, [New York]: Routledge. Available at:
https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4218727.

Fernâandez-Vara, C. (2019) Introduction to game analysis. Second edition. New York, New
York: Routledge. Available at:
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), pp. 523–537. Available at:
https://doi.org/10.1177/1749975515626953.

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

Galloway, A.R. (2006) '"Gamic Action, Four Moments", pp.1–38', in Gaming: essays on
algorithmic culture. Minneapolis, Minn: University of Minnesota Press, pp. 1–38. Available
at:
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), pp. 765–783. Available at:
https://doi.org/10.1177/1555412018755914.

Gray, H. (1960) 'The Ontology of the Photographic Image', Film Quarterly, 13(4), pp. 4–9.
Available at: 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), pp. 11–23. Available at: https://doi.org/10.2307/1213527.

Järvinen, A. (2002) 'Gran Stylissimo: The Audiovisual Elements and Styles in Computer
Games', in Computer Games and Digital Cultures Conference Proceedings. Tampere
University Press. Available at:

http://www.digra.org/digital-library/publications/gran-stylissimo-the-audiovisual-elements-a
nd-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. New
York: New York University Press, pp. 37–60. Available at:
https://contentstore.cla.co.uk/secure/link?id=701f5b0b-f08d-ea11-80cd-005056af4099.

Kafai, Y.B., Richard, G.T. and 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. Pittsburgh:
Carnegie Mellon, ETC Press.

Kelly, M. (2018) 'The Game of Politics', Games and Culture, 13(5), pp. 459–478. Available
at: 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. London: SAGE. Available at:
http://lib.myilibrary.com/browse/open.asp?id=125158&entityid=https://idp.brunel.ac.
uk/entity.

King, G. and Krzywinska, T. (2006) 'Gamescapes: Exploration and Virtual Presence in
Game-Worlds, pp. 76-123', in Tomb raiders and space invaders: videogame forms and
contexts. London: I. B. Tauris, pp. 76–123. Available at:
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), pp. 127–143. Available at:
https://doi.org/10.1177/1555412008325484.

Kirkpatrick, G. (2011) 'Graeme Kirkpatrick, "The Aesthetic Approach", pp. 12–47', in
Aesthetic theory and the video game. Manchester: Manchester University Press, pp. 12–47.
Available at:
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. Cambridge, UK: Polity, pp. 70–97. Available at:
http://lib.myilibrary.com/browse/open.asp?id=540328&entityid=https://idp.brunel.ac.
uk/entity.

Kowert, R. and 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. New York:
Routledge, Taylor & Francis Group. Available at:
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. Oakland, California: University of California
Press. Available at:

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), pp. 1–9. Available at: 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). Available at: http://gamestudies.org/1402/articles/maccallumstewart.

Mèayrèa, F. (2008) An introduction to game studies: games in culture. London: SAGE. Available at: 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. New York, New York: Routledge, pp. 3–18. Available at: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5667456.

Monson, M.J. (2012) 'Race-Based Fantasy Realm', Games and Culture, 7(1), pp. 48–71. Available at: https://doi.org/10.1177/1555412012440308.

Mortensen, T.E. (2018) 'Anger, Fear, and Games: The Long Event of #GamerGate', Games and Culture, 13(8), pp. 787–806. Available at: https://doi.org/10.1177/1555412016640408.

Nardi, B.A. (no date) 'Chapter 2, "An Enthnographic Investigation of World of Warcraft", pp. 27-36', in My life as a night elf priest: an anthropological account of World of warcraft. Ann Arbor: University of Michigan Press, pp. 27–36. Available at: https://lib.myilibrary.com/browse/open.asp?id=263913&entityid=https://idp.brunel.ac.uk/entity.

Nikolchina, M. (no date) 'Time in Video Games: Repetitions of the New', Differences-a journal of feminist cultural studies, 28(3), pp. 19–43. Available at: https://doi.org/10.1215/10407391-4260519.

Nitsche, M. (2008) Video game spaces: image, play, and structure in 3D game worlds. Cambridge, Mass: MIT Press. Available at: 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. New York, NY: Routledge, pp. 388–395. Available at: http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622.
Pérez-Latorre, Ó. and Oliva, M. (2019) 'Video Games, Dystopia, and Neoliberalism: The Case of BioShock Infinite', Games and Culture, 14(7–8), pp. 781–800. Available at: 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. New York, NY: Routledge, pp. 59–66. Available at: http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1588622.
Perron, B. (2014b) The routledge companion to video game studies. Edited by M.J.P. Wolf. New York, NY: Routledge. Available at:

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

Perron, B. and Wolf, M.J.P. (2009) The video game theory reader 2. New York: Routledge.
Available at:
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),
pp. 375–396. Available at: 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. Westport, CT.: Greenwood
Press, pp. 241–258. Available at:
https://contentstore.cla.co.uk/secure/link?id=3c87f4aa-8e8b-ea11-80cd-005056af4099.

Rutter, J. and Bryce, J. (2006) Understanding digital games. London: SAGE. Available at:
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), pp. 403–424. Available at: https://doi.org/10.1177/1555412009360414.

Sicart, M. (no date) 'Against Procedurality', Game Studies, 11(3). Available at:
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. Cambridge, Mass: MIT. Available at:
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. Cambridge, Mass: MIT
Press, pp. 181–238. Available at:
http://lib.myilibrary.com/browse/open.asp?id=359454&entityid=https://idp.brunel.ac.
uk/entity.

Tekinbaðs, K.S. and 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. London: MIT, pp. 420–458. Available at:
https://contentstore.cla.co.uk/secure/link?id=0e4465ec-f38d-ea11-80cd-005056af4099.

Tekinbaðs, K.S. and Zimmerman, E. (2004b) Rules of play: game design fundamentals.
London: MIT. Available at:
https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6246539.

Tekinbaðs, K.S. and Zimmerman, E. (2006) The game design reader: a rules of play
anthology. London: MIT. Available at:
https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6246515.

Waldron, D. (no date) '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), pp. 3–3. Available at: https://doi.org/10.3138/jrpc.9.1.003.

Wardrip-Fruin, N. and Harrigan, P. (2004a) 'Henry Jenkins, "Game Design as Narrative Architecture", pp. 118–130', in First person: new media as story, performance, and game. Cambridge, Mass: MIT, pp. 118–130. Available at: https://contentstore.cla.co.uk/secure/link?id=9f7c3a20-fa8d-ea11-80cd-005056af4099.

Wardrip-Fruin, N. and Harrigan, P. (2004b) 'Jesper Juul, "Introduction to Game Time", pp. 131–142', in First person: new media as story, performance, and game. Cambridge, Mass: MIT. Available at: https://contentstore.cla.co.uk/secure/link?id=387523b6-8281-eb11-85aa-281878520afa.

Wardrip-Fruin, N. and 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. Cambridge, Mass: MIT, pp. 19–33. Available at: https://contentstore.cla.co.uk/secure/link?id=5e84169f-f88d-ea11-80cd-005056af4099.

Williams, D. et al. (2009) 'The virtual census: representations of gender, race and age in video games', New Media & Society, 11(5), pp. 815–834. Available at: https://doi.org/10.1177/1461444809105354.

Williams, R. and Gable, R. (1989) 'Williams, R. 1989 [1958]. "Culture is Ordinary", pp. 3-18', in Resources of hope: culture, democracy, socialism. London: Verso, pp. 3–18. Available at: 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. Austin: University of Texas Press, pp. 49–65. Available at: 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. Austin: University of Texas Press, pp. 77–92. Available at: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4322317.

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

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

Wolf, M.J.P. and Perron, B. (2003c) 'Markku Eskelinen and Rahnhild Tronstad, "Video Game and Configurative Performances", pp. 195–220', in The video game theory reader. New York: Routledge, pp. 195–220. Available at: http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac.

uk/entity.

Wolf, M.J.P. and Perron, B. (2003d) The video game theory reader. New York: Routledge. Available at:
http://lib.myilibrary.com/browse/open.asp?id=529132&entityid=https://idp.brunel.ac. uk/entity.

Zagal, J.P. and Michael, M. (no date) 'Temporal Frames: A Unifying Framework for the Analysis of Game Temporality', DiGRA '07 - Proceedings of the 2007 DiGRA International Conference: Situated Play. Available at:
http://www.digra.org/digital-library/publications/temporal-frames-a-unifying-framework-for-the-analysis-of-game-temporality/.