

GD5604 - Game Studies: Concepts, Contexts and Analyses

Module leader: Andra Ivănescu

View Online



1.

Egenfeldt-Nielsen, S., Smith, J. H. & Tosca, S. P. Understanding video games: the essential introduction. (Routledge, 2016).

2.

Fernández-Vara, C. Introduction to game analysis. (Routledge, 2019).

3.

Mèayrèa, F. An introduction to game studies: games in culture. (SAGE, 2008).

4.

Rutter, J. & Bryce, J. Understanding digital games. (SAGE, 2006).

5.

Wolf, M. J. P. & Perron, B. The video game theory reader. (Routledge, 2003).

6.

Perron, B. & Wolf, M. J. P. The video game theory reader 2. (Routledge, 2009).

7.

Perron, B. The routledge companion to video game studies. (Routledge, 2014).

8.

Tekinbaðs, K. S. & Zimmerman, E. Rules of play: game design fundamentals. (MIT, 2004).

9.

Tekinbaðs, K. S. & Zimmerman, E. The game design reader: a rules of play anthology. (MIT, 2006).

10.

Tekinbaðs, K. S. & Zimmerman, E. Chapter 27, Salen, K. & Zimmerman, E., 'Games as the Play of Simulation', pp. 420-458. in Rules of play: game design fundamentals 420-458 (MIT, 2004).

11.

Bogost, I. Ian Bogost, 'Procedural Rhetoric', pp. 1-64. in Persuasive games: the expressive power of videogames 1-64 (MIT Press, 2007).

12.

Sicart, M. Against Procedurality. Game Studies **11**,.

13.

Baudrillard, J. Jean Baudrillard, 'The Precession of Simulacra'. in Simulacra and simulation 1-14 (University of Michigan Press, 1994).

14.

Wolf, M. J. P. & Perron, B. Gonzalo Frasca, 'Simulation vs Narrative: Introduction to Ludology', pp. 231-236. in The video game theory reader 221-236 (Routledge, 2003).

15.

Bogost, I. Unit operations: an approach to videogame criticism. (MIT Press, 2006).

16.

Gray, H. The Ontology of the Photographic Image. Film Quarterly **13**, 4-9 (1960).

17.

Wolf, M. J. P. & Perron, B. Mark J. P. Wolf, 'Abstraction in the Video Game', pp. 47-65. in The video game theory reader 47-65 (Routledge, 2003).

18.

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

19.

Galloway, A. R. Social Realism in Gaming. Game Studies **4**, (2004).

20.

Järvinen, A. Gran Stylissimo: The Audiovisual Elements and Styles in Computer Games. in Computer Games and Digital Cultures Conference Proceedings vol. 1 (Tampere University Press, 2002).

21.

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

22.

Nitsche, M. Video game spaces: image, play, and structure in 3D game worlds. (MIT Press, 2008).

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 118–130 (MIT, 2004).

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).

25.

Nikolchina, M. Time in Video Games: Repetitions of the New. Differences-a journal of feminist cultural studies **28**, 19–43.

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 76–123 (I. B. Tauris, 2006).

27.

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

28.

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

29.

Wolf, M. J. P. 'Time in the Video Game', pp. 77-92. in *The medium of the video game* 77-92 (University of Texas Press, 2001).

30.

Wolf, M. J. P. Brenda Laurel, 'The Six Elements and the Casual Relations Among Them', pp. 49-65. in *The medium of the video game* 49-65 (University of Texas Press, 2001).

31.

Wolf, M. J. P. & Perron, B. Markku Eskelinen and Rahnild Tronstad, 'Video Game and Configurative Performances', pp. 195-220. in *The video game theory reader* 195-220 (Routledge, 2003).

32.

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

33.

Galloway, A. R. 'Gamic Action, Four Moments', pp.1-38. in *Gaming: essays on algorithmic culture* vol. v. 18 1-38 (University of Minnesota Press, 2006).

34.

Perron, B. Grant Tavinor, 'Art and Aesthetics', pp. 59-66. in *The routledge companion to video game studies* (ed. Wolf, M. J. P.) 59-66 (Routledge, 2014).

35.

Kirkpatrick, G. Graeme Kirkpatrick, 'The Aesthetic Approach', pp. 12-47. in *Aesthetic theory and the video game* 12-47 (Manchester University Press, 2011).

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 19–33 (MIT, 2004).

37.

Nitsche, M. Michael Nitsche, 'Performance', pp. 388–395. in The routledge companion to video game studies (ed. Wolf, M. J. P.) 388–395 (Routledge, 2014).

38.

Williams, R. & Gable, R. Williams, R. 1989 [1958]. 'Culture is Ordinary', pp. 3–18. in Resources of hope: culture, democracy, socialism 3–18 (Verso, 1989).

39.

Shaw, A. What Is Video Game Culture? Cultural Studies and Game Studies. Games and Culture **5**, 403–424 (2010).

40.

Kirkpatrick, G. Chapter 3, 'The Formation of Gaming Culture', pp. 70–97. in Computer games and the social imaginary 70–97 (Polity, 2013).

41.

Nardi, B. A. 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 27–36 (University of Michigan Press).

42.

Taylor, T. L. Chapter 5, 'Spectatorship and Fandom', pp. 181–238. in Raising the stakes: e-sports and the professionalization of computer gaming 181–238 (MIT Press, 2012).

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 37-60 (New York University Press, 2006).

44.

Richardson, J. G. Bourdieu, P. (1986), 'The forms of capital', pp. 241-258. in Handbook of theory and research for the sociology of education 241-258 (Greenwood Press, 1986).

45.

Crenshaw, K. W. 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**, (1989).

46.

Williams, D., Martins, N., Consalvo, M. & Ivory, J. D. The virtual census: representations of gender, race and age in video games. New Media & Society **11**, 815-834 (2009).

47.

Monson, M. J. Race-Based Fantasy Realm. Games and Culture **7**, 48-71 (2012).

48.

MacCallum-Stewart, E. Take That, Bitches! Refiguring Lara Croft in Feminist Game Narratives. Game Studies **14**, (2014).

49.

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 (eds. Kafai, Y. B., Richard, G. T. & Tynes, B. M.) (Carnegie Mellon, ETC Press, 2016).

50.

Mortensen, T. E. Anger, Fear, and Games: The Long Event of #GamerGate. Games and Culture **13**, 787–806 (2018).

51.

Taylor, T. L. Chapter 4, 'Where the women are', pp. 93-124. in Play between worlds: exploring online game culture (MIT, 2006).

52.

Corneliussen, H. & Rettberg, J. W. 'World of Warcraft as a Playground for Feminism', pp. 63-86. in Digital culture, play, and identity: a World of Warcraft reader 63–86 (MIT Press).

53.

Poor, N. Digital Elves as a Racial Other in Video Games. Games and Culture **7**, 375–396 (2012).

54.

Leonard, D. "Live in Your World, Play in Ours": Race, Video Games, and Consuming the Other. SIMILE: Studies In Media & Information Literacy Education **3**, 1–9 (2003).

55.

Meyers, M. (2019), 'Neoliberalism and the Media: History and Context', pp. 3-18. in Neoliberalism and the media (ed. Meyers, M.) 3–18 (Routledge, 2019).

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).

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).

58.

Kelly, M. The Game of Politics. Games and Culture **13**, 459–478 (2018).

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).

60.

Dooghan, D. Digital Conquerors: and the Apologetics of Neoliberalism.
Games and Culture **14**, 67–86 (2019).

61.

Pérez-Latorre, Ó. & Oliva, M. Video Games, Dystopia, and Neoliberalism: The Case of BioShock Infinite. Games and Culture **14**, 781–800 (2019).

62.

Giddings, S. Accursed Play: The Economic Imaginary of Early Game Studies. Games and Culture **13**, 765–783 (2018).

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).

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).

65.

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* (eds. Kowert, R. & Quandt, T.) (Routledge, Taylor & Francis Group, 2016).

66.

APA task force on violent media. Technical report on the review of the violent video game literature. (2015).

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**, 3–3.

68.

Furedi, F. Moral Panic and Reading: Early Elite Anxieties About the Media Effect. *Cultural Sociology* **10**, 523–537 (2016).