

Video Game

Simon Parkin

The Medium of the Video Game Mark J. P. Wolf,2010-07-22 Over a mere three decades, the video game has become the entertainment medium of choice for millions of people, who now spend more time in the interactive virtual world of games than they do in watching movies or even television. The release of new games or game-playing equipment, such as the PlayStation 2, generates great excitement and even buying frenzies. Yet, until now, this giant on the popular culture landscape has received little in-depth study or analysis. In this book, Mark J. P. Wolf and four other scholars conduct the first thorough investigation of the video game as an artistic medium. The book begins with an attempt to define what is meant by the term video game and the variety of modes of production within the medium. It moves on to a brief history of the video game, then applies the tools of film studies to look at the medium in terms of the formal aspects of space, time, narrative, and genre. The book also considers the video game as a cultural entity, object of museum curation, and repository of psychological archetypes. It closes with a list of video game research resources for further study.

Before the Crash Mark J. P. Wolf,2012-06-15 Contributors examine the early days of video game history before the industry crash of 1983 that ended the medium's golden age.

Game On! Dustin Hansen,2016-11-22 Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like Uncharted. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of Halo 2 drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in Pac-Man are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, Game On! is the book for you!

Video Game Trivia Sean McCollum,2019 Do you think you know everything there is to know about video games? Think again! Find out all the lesser-known details that every gamer craves!

The State of Play Daniel Goldberg,2015-10-20 FEATURING: IAN BOGOST - LEIGH ALEXANDER - ZOE QUINN - ANITA SARKEESIAN & KATHERINE CROSS - IAN SHANAHAN - ANNA ANTHROPY - EVAN NARCISSE - HUSSEIN IBRAHIM - CARA ELLISON & BRENDAN KEOGH - DAN GOLDING - DAVID JOHNSTON - WILLIAM KNOBLAUCH - MERRITT KOPAS - OLA WIKANDER The State of Play is a call to consider the high stakes of video game culture and how our digital and real lives collide. Here, video games are not hobbies or pure recreation; they are vehicles for art, sex, and race and class politics. The sixteen contributors are entrenched—they are the video game creators themselves, media critics, and Internet celebrities. They share one thing: they are all players at heart, handpicked to form a superstar roster by Daniel Goldberg and Linus Larsson, the authors of the bestselling *Minecraft: The Unlikely Tale of Markus Notch Persson* and the *Game that Changed Everything*. The State of Play is essential reading for anyone interested in what may well be the defining form of cultural expression of our time. If you want to explain to anyone why videogames are worth caring about, this is a single volume primer on where we are, how we got here and where we're going next. In every way, this is the state of play. —Kieron Gillen, author of *The Wicked + the Divine*, co-founder of Rock Paper Shotgun

Violent Video Game Effects on Children and Adolescents Craig A. Anderson,Douglas A. Gentile,Katherine E. Buckley,2007-01-11 Violent video games are successfully marketed to and easily obtained by children and adolescents. Even the U.S. government distributes one such game, America's Army, through both the internet and its recruiting offices. Is there any scientific evidence to support the claims that violent games contribute to aggressive and violent behavior? As the first book to unite empirical research on and public policy options for violent video games, *Violent Video Game Effects on Children and Adolescents* will be an invaluable resource for student and professional researchers in social and developmental psychology and media studies.

The Minds Behind the Games Patrick Hickey, Jr.,2018-04-09 Featuring interviews with the creators of 36 popular video games—including Deus Ex, Night Trap, Mortal Kombat, Wasteland and NBA Jam--this book gives a behind-the-scenes look at the creation of some of the most influential and iconic (and sometimes forgotten) games of all time. Recounting endless hours of painstaking development, the challenges of working with mega publishers and the uncertainties of public reception, the interviewees reveal the creative processes that produced some of gaming's classic titles.

A Mind Forever Voyaging Dylan Holmes,2012 ...Traces the evolution of interactive video games by examining 13 landmark titles that challenged convention and captured players' imaginations worldwide...the focus on those that tell stories...-cover.

The Art of the Video Game Josh Jenisch,2008 The Art of the Video Game is the first book to celebrate the artistry of video games, which are poised to define 21st-century entertainment, much as talking pictures revolutionized the previous century.

History of Video Games Paris, David,2017-03-01 From consoles and arcades to the future of online and mobile platforms, the History of Video Games e-Book explores the exciting world of gaming. This nonfiction reader is purposefully leveled to increase comprehension and engage different types of learners. The History of Video Games e-Book features complex and rigorous content appropriate for middle school students. Aligned with Common Core State Standards, this text connects with McREL, WIDA/TESOL standards and prepares students for college and career readiness.

100 Greatest Video Game Franchises Robert Mejia,Jaime Banks,Aubrie Adams,2017-08-17 Video games take players on a trip through ancient battlefields, to mythic worlds, and across galaxies. They provide players with a way to try on new identities and acquire vast superpowers. Video games also give people the chance to hit reset – to play again and again until they achieve a desired outcome. Their popularity has enabled them to grow far beyond their humble origins and to permeate other forms of popular culture, from comic books and graphic novels to films and television programs. Video games are universal. In *100 Greatest Video Game Franchises*, editors Robert Mejia, Jaime Banks, and Aubrie Adams have assembled essays that identify, assess, and reveal the most important video games of all-time. Each entry makes a case for the game's cultural significance and why it deserves to be on the list, from its influence on other games to its impact on an international scale. In addition to providing information about the game developer and when the franchise was established, these entries explore the connections between the different video games, examining them across genre, theme, and content. This accessible collection of essays gives readers an opportunity to gauge their favorite video game franchises against the best of all time and argue how they each fit among the 100 greatest ever created. Whether casually looking up information on these games or eager to learn how franchises evolved over the years, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, *100 Greatest Video Game Franchises* will appeal to fans and scholars alike.

Greatest Moments in Video Game History D.B. Weston, *Greatest Moments in Video Game History* is the most extensive book of video game facts available today. While books written in a similar vein provide readers with general facts, *Greatest Moments in Video Game History* brings to light the lesser known facts that will take you on an exciting trip through history starting in 1947 and running through 2012. *Greatest Moments in Video Game History* is not just a chronological list of events, it also features stories that you will not read anywhere else, noteworthy game releases, scandals, bans, publicity stunts gone wrong, Guinness gaming records, and a look at the best and worst game releases throughout the years.

The History of Video Games Charlie Fish,2021-05-30 This book is a potted history of video games, telling all the rollercoaster stories of this fascinating young industry that's now twice as big globally than the film and music industries combined. Each chapter explores the history of video games through a different lens, giving a uniquely well-rounded overview. Packed with pictures and stats, this book is for video gamers nostalgic for the good old days of gaming, and young gamers curious about how it all began. If you've ever enjoyed a video game, or you just want to see what all the fuss is about, this book is for you. There are stories about the experimental games of the 1950s and 1960s; the advent of home gaming in the 1970s; the explosion – and implosion – of arcade gaming in the 1980s; the console wars of the 1990s; the growth of online and mobile games in the 2000s; and we get right up to date with the 2010s, including such cultural phenomena as twitch.tv, the Gamergate scandal, and Fortnite. But rather than telling the whole story from beginning to end, each chapter covers the history of video games from a different angle: platforms and technology, people and personalities, companies and capitalism, gender and representation, culture, community, and finally the games themselves.

Sex, Drugs, and Cartoon Violence: My Decade as a Video Game Journalist Russ Pitts,2016-03-07 Covering a decade on the inside of the

games industry, SEX, DRUGS, AND CARTOON VIOLENCE lifts the curtain on the whirlwind of hype and promotion surrounding the launch of a multimillion dollar game. From all-expenses paid junkets, to multi-million dollar parties, to exclusive previews, these are the stories you've never heard about the way video games are sold and reported. Written by a veteran games reporter and former television producer, this is the story of an accidental journey into - and back out of - one of the weirdest niches of journalism in the world. ** Called The Indiana Jones of games writing by goodgameswriting.com, Russ Pitts has spent more than ten years traveling the world writing about video games. Pitts is the former editor-in-chief of the six-time Webby Award-winning website, The Escapist; the former features editor at Vox Media's premiere video game website, Polygon and the former head writer and producer of TechTV's The Screen Savers.

Game After Raiford Guins, 2014-01-24 A cultural study of video game afterlife, whether as emulation or artifact, in an archival box or at the bottom of a landfill. We purchase video games to play them, not to save them. What happens to video games when they are out of date, broken, nonfunctional, or obsolete? Should a game be considered an “ex-game” if it exists only as emulation, as an artifact in museum displays, in an archival box, or at the bottom of a landfill? In Game After, Raiford Guins focuses on video games not as hermetically sealed within time capsules of the past but on their material remains: how and where video games persist in the present. Guins meticulously investigates the complex life cycles of video games, to show how their meanings, uses, and values shift in an afterlife of disposal, ruins and remains, museums, archives, and private collections. Guins looks closely at video games as museum objects, discussing the recontextualization of the Pong and Brown Box prototypes and engaging with curatorial and archival practices across a range of cultural institutions; aging coin-op arcade cabinets; the documentation role of game cartridge artwork and packaging; the journey of a game from flawed product to trash to memorialized relic, as seen in the history of Atari's infamous E.T. The Extra-Terrestrial; and conservation, restoration, and re-creation stories told by experts including Van Burnham, Gene Lewin, and Peter Takacs. The afterlife of video games—whether behind glass in display cases or recreated as an iPad app—offers a new way to explore the diverse topography of game history.

Death by Video Game Simon Parkin, 2016-06-21 The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers—which, in fact, he is. —Tom Bissell, author of Extra Lives: Why Video Games Matter On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet café while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other incidents of death by video game. And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that inspires such tremendous acts of endurance and obsession? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them . . . to death? In Death by Video Game, Parkin examines the medical evidence and talks to the experts to determine what may be happening, and introduces us to the players and game developers at the frontline of virtual extremism: the New York surgeon attempting to break the Donkey Kong world record . . . the Minecraft player three years into an epic journey toward the edge of the game's vast virtual world . . . the German hacker who risked prison to discover the secrets behind Half-Life 2 . . . Riveting and wildly entertaining, Death by Video Game will change the way we think about our virtual playgrounds as it investigates what it is about them that often proves compelling, comforting, and irresistible to the human mind—except for when it's not.

Hollywood Gamers Robert Alan Brookey, 2010-08-26 For years, major film studios have licensed products related to their most popular films; video game spin-offs have become an important part of these licensing practices. Where blockbuster films are concerned, the video game release has become the rule rather than the exception. In Hollywood Gamers, Robert Alan Brookey explores the business conditions and technological developments that have facilitated the convergence of the film and video game industries. Brookey treats video games as rhetorical texts and critically examines several games to determine how specific industrial conditions are manifest in game design. Among the games (and films) discussed are Lord of the Rings, The Godfather, Spider-Man, and Iron Man.

The Gamer's Brain Celia Hodent, 2017-08-10 Making a successful video game is hard. Even games that are successful at launch may fail to engage and retain players in the long term due to issues with the user experience (UX) that they are delivering. The game user experience accounts for the whole experience players have with a video game, from first hearing about it to navigating menus and progressing in the game. UX as a discipline offers guidelines to assist developers in creating the experience they want to deliver, shipping higher quality games (whether it is an indie game, AAA game, or serious game), and meeting their business goals while staying true to their design and artistic intent. In a nutshell, UX is about understanding the gamer's brain: understanding human capabilities and limitations to anticipate how a game will be perceived, the emotions it will elicit, how players will interact with it, and how engaging the experience will be. This book is designed to equip readers of all levels, from student to professional, with neuroscience knowledge and user experience guidelines and methodologies. These insights will help readers identify the ingredients for successful and engaging video games, empowering them to develop their own unique game recipe more efficiently, while providing a better experience for their audience. Key Features Provides an overview of how the brain learns and processes information by distilling research findings from cognitive science and psychology research in a very accessible way. Topics covered include: neuromyths, perception, memory, attention, motivation, emotion, and learning. Includes numerous examples from released games of how scientific knowledge translates into game design, and how to use a UX framework in game development. Describes how UX can guide developers to improve the usability and the level of engagement a game provides to its target audience by using cognitive psychology knowledge, implementing human-computer interaction principles, and applying the scientific method (user research). Provides a practical definition of UX specifically applied to games, with a unique framework. Defines the most relevant pillars for good usability (ease of use) and good engage-ability (the ability of the game to be fun and engaging), translated into a practical checklist. Covers design thinking, game user research, game analytics, and UX strategy at both a project and studio level. Offers unique insights from a UX expert and PhD in psychology who has been working in the entertainment industry for over 10 years. This book is a practical tool that any professional game developer or student can use right away and includes the most complete overview of UX in games existing today.

The Minds Behind Shooter Games Patrick Hickey, Jr., 2021-03-12 Featuring interviews with the creators of 39 popular video games—including Halo 3, Call of Duty: Modern Warfare, Medal of Honor and Metroid Prime—this book gives a behind-the-scenes look at the origins of some of the most iconic shooter games. Interviewees recount endless hours of painstaking development, the challenges of working with mega-publishers, the growth of the genre and the creative processes that produced some of the industry's biggest hits, cult classics and indie successes.

Game On, Hollywood! Gretchen Papazian, Joseph Michael Sommers, 2013-02-06 The 14 essays in Game on, Hollywood! take on several points of game and film intersection. They look at storylines, aesthetics, mechanics, and production. The book is about adaptation (video game to film, film to video game), but it is even more about narrative. The essays draw attention to the ways and possibilities of telling a story. They consider differences and similarities across modes of storytelling (showing, telling, interacting), explore the consequences of time, place and ideology, and propose critical approaches to the vastness of narrative in the age of multimedia storytelling. The video games and film texts discussed include The Warriors (1979 film; 2005 video game), GoldenEye (1995 film), GoldenEye 007 (1997 and 2011 video games), Buffy the Vampire Slayer (2000–2004, television show), Buffy the Vampire Slayer: Chaos Bleeds (2003 video game), Prince of Persia: The Sands of Time (2003 video game; 2010 film), the Star Wars franchise empire (1977 on), Afro Samurai (2009 video game), and Disney's Epic Mickey (2010 video game).

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