

# UPCAGW-30-3 Games, Simulation and Media

module

View Online



---

Bakhtin, Rabelais and His World (Indiana University Press 1984)

Bogost I, 'Persuasive Games: The Expressive Power of Videogames' (The MIT Press 2010)  
—, 'Persuasive Games: The Expressive Power of Videogames' (The MIT Press 2010)

Boluk S and LeMieux P, Metagaming: Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames, vol 53 (University of Minnesota Press 2017)

Caillois R and Barash M, 'Man, Play and Games' (University of Illinois Press 2001)

—, 'Man, Play and Games' (University of Illinois Press 2001)

Calleja G, 'Digital Game Involvement' (2007) 2 Games and Culture 236

—, 'Digital Game Involvement' (2007) 2 Games and Culture 236

Chess S, Ready Player Two: Women Gamers and Designed Identity (University of Minnesota Press 2017)

Crogan P, 'Gameplay Mode: War, Simulation, and Technoculture', vol Electronic mediations (University of Minnesota Press 2011)

Ensslin A, 'Literary Gaming' (The MIT Press 2014)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780262322034>>

—, 'Literary Gaming' (The MIT Press 2014)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780262322034>>

Friedman T, 'Electric Dreams: Computers in American Culture' (New York University Press 2005)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780814728420>>

—, 'Electric Dreams: Computers in American Culture' (New York University Press 2005)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780814728420>>

Fuchs M, Fizek S and Schrape N, 'From Engagement to Life' in Matthias Fuchs (ed), Rethinking Gamification (meson press 2014)

—, 'From Engagement to Life' in Matthias Fuchs (ed), Rethinking Gamification (meson press 2014)

Huizinga J, 'Nature and Significance of Play as a Cultural Phenomenon', Homo Ludens: a study of the play-element in culture (Martino Publishing 2014)

—, 'Nature and Significance of Play as a Cultural Phenomenon', Homo Ludens: a study of the play-element in culture (Martino Publishing 2014)

Kerr A, 'The Business and Culture of Digital Games: Gamework/Gameplay' (SAGE 2006)  
<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9781847877673>>

—, Global Games: Production, Circulation and Policy in the Networked Era (Routledge 2016)  
<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9781135114510>>

—, Global Games: Production, Circulation and Policy in the Networked Era (Routledge 2016)  
<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9781135114510>>

—, 'Production', Global Games: Production in the Digital Game Industry (Taylor & Francis Ebooks 2016) <<https://www.vlebooks.com/vleweb/Product/Index/932469?page=0>>

Lister M, 'New Media: A Critical Introduction' (2nd ed, Routledge 2009)  
<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780203884829>>

—, 'New Media: A Critical Introduction' (2nd ed, Routledge 2009)  
<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780203884829>>

'Ludology.Org / Simulation #1'  
<<http://www.ludology.org/articles/sim1/simulation101.html>>

'—' <<http://www.ludology.org/articles/sim1/simulation101.html>>

Markku Eskelinen, 'Towards Computer Game Studies' 12 Digital Creativity 175  
<<http://www.tandfonline.com/doi/abs/10.1076/digc.12.3.175.3232>>

Nieborg DB, 'Crushing Candy: The Free-to-Play Game in Its Connective Commodity Form' (2015) 1 Social Media + Society

—, 'Crushing Candy: The Free-to-Play Game in Its Connective Commodity Form' (2015) 1 Social Media + Society

Raessens J and Goldstein JH, 'Handbook of Computer Game Studies' (MIT Press 2005)

—, 'Handbook of Computer Game Studies' (MIT Press 2005)

Srnicek N, Platform Capitalism (Polity 2017)

Sutton-Smith B, The Ambiguity of Play (Harvard University Press 1997)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780674044180>>

—, The Ambiguity of Play (Harvard University Press 1997)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780674044180>>

Swalwell M and Wilson J, 'The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics' (McFarland & Co 2008)

—, 'The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics' (McFarland & Co 2008)

Taylor TL, 'The Assemblage of Play' (2009) 4 Games and Culture 331

—, 'The Assemblage of Play' (2009) 4 Games and Culture 331

Taylor TL, Raising the Stakes: E-Sports and the Professionalization of Computer Gaming (MIT Press 2012)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780262301268>>

—, Raising the Stakes: E-Sports and the Professionalization of Computer Gaming (MIT Press 2012)

<<http://www.vlebooks.com/vleweb/product/openreader?id=WofEngland&isbn=9780262301268>>

Wardrip-Fruin N and Harrigan P, 'First Person: New Media as Story, Performance, and Game' (MIT 2006)

—, 'First Person: New Media as Story, Performance, and Game' (MIT 2006)

Young H, 'Racial Logics, Franchising, and Video Game Genres: The Lord of the Rings' (2016) 11 Games and Culture 343

—, 'Racial Logics, Franchising, and Video Game Genres: The Lord of the Rings' (2016) 11 Games and Culture 343