

Computer games and new media cultures: a handbook of digital games studies

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Abstrak

This handbook aims to reflect the relevance and value of studying digital games.

As an overview of the current state of research into digital gaming, the 42 papers included in this handbook focus on the social and cultural relevance of gaming. The contributions, which range from theoretical approaches to empirical studies, cover various topics including analyses of games themselves, the player-game interaction, and the social context of gaming. In addition, the educational aspects of games and gaming are treated in a discrete section. With material on non-commercial gaming trends such as 'modding', and a multinational group of authors from eleven nations, the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content.