

# Extra Lives Why Video Games Matter

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*The Ultimate History of Video Games, Volume 1* Steven L. Kent 2010-06-16 The definitive behind-the-scenes history of the dawn of video games and their rise into a multibillion-dollar business "For industry insiders and game players alike, this book is a must-have."—Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of *The Ultimate History of Video Games* reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. *The Ultimate History: Volume 1* tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday's games like *Space Invaders*, *Centipede*, and *Pac-Man* helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover • the video game that saved Nintendo from bankruptcy • the serendipitous story of *Pac-Man*'s design • the misstep that helped topple Atari's \$2-billion-a-year empire • the coin shortage caused by *Space Invaders* • the fascinating reasons behind the rise, fall, and rebirth of Sega • and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

What Video Games Have to Teach Us About Learning and Literacy. Second Edition James Paul Gee 2007-12-26 Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

Hooked on Games Andrew P. Doan 2012-08-01 "As is true with many addictions, overuse of video games steals our valuable and limited time and minds." - Christie Morse, MD (Pediatric Ophthalmologist) "Shocking insights into the minds of hardcore gamers." - Daniel Hunt (Former Competitive Gamer) About the Book The multi-billion dollar video game industry is in the business of creating fun and enticing games that can be addictive. As addicted gamers feast on digital indulgences, real life is neglected and their reality crumbles around them. Headlines related to video games "New Mexico mom gets 25 years for

starving daughter." - Fox News "China used prisoners in lucrative Internet gaming work." - Guardian News "Online gamer killed for selling virtual weapon." - Sydney Morning Herald "South Korean dies after games sessions." - BBC News

Hooked on Games is written by Brooke Strickland and Andrew Doan, MD, PhD, a physician with a research background in neuroscience, who battled his own addictions with video games. Dr. Doan was an addicted gamer, who at his peak, invested over 20,000 hours of playing games over a period of nine years. Dr. Doan's reckless compulsion to play games transformed him into a monster that almost destroyed his family, marriage, and career. He shares his expertise to educate others on the dangers of video game addiction and to provide hope for video game addicts and their families. Dr. Doan shares steps for gaming addicts to achieve recovery and steps for families and loved ones to intervene. Without attention to this quickest growing addiction, our society will suffer from the creation of Generation Vidiot, millions of people devoid of innovation and skills to live in the physical world.

**Significant Zero** Walt Williams 2017-09-19 "An award-winning videogame writer offers a rare behind-the-scenes look inside the gaming industry, and expands on how games are transformed from mere toys into meaningful, artistic experiences"--

**Literature in the Digital Age** Adam Hammond 2016-03-09 This book guides readers through the most salient theoretical and creative possibilities opened up by the shift to digital literary forms.

**Extra Lives** Tom Bissell 2010-06-08 Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of Grand Theft Auto IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, Extra Lives is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, Extra Lives is required reading.

*God's Harvard* Hanna Rosin 2008-09-08 Behind the scenes at Patrick Henry College: "A deft and honest narrative of evangelical education . . . historical background, close observation and skeptical wit" (Publishers Weekly). One of the Christian Science Monitor's annual "Books We Liked Best" Take a walk down the halls and into the dorms and hearts of tiny Patrick Henry College, a

Christian school just outside the nation's capital, where ambitious young evangelicals are groomed to become tomorrow's conservative elite. The future front lines of politics, entertainment, and science will be commanded by these idealistic graduates, who plan to lead the battle in reclaiming a godless nation. God's Harvard reveals the evangelical movement at a moment of crisis and climax, its future leaders struggling to resist the temptations of modern life even as they try to remake the world in their image. This is a vibrant, insightful look at kids who may very well be in charge of our country one day. "A rare accomplishment for many reasons—perhaps most of all because Rosin is a journalist who not only reports but also observes deeply." —San Francisco Chronicle "Rosin is at her best when chronicling sympathetically the lives of these young evangelicals, as ambitious as their secular peers but single-minded in their focus on politics." —Chicago Tribune "Nuanced and highly readable . . . With her feisty, richly detailed prose." —The Washington Post

**Magic Hours** Tom Bissell 2018-03-20 Award-winning essayist Tom Bissell explores the highs and lows of the creative process. He takes us from the set of *The Big Bang Theory* to the first novel of Ernest Hemingway to the final work of David Foster Wallace; from the films of Werner Herzog to the film of Tommy Wiseau to the editorial meeting in which Paula Fox's work was relaunched into the world. Originally published in magazines such as *The Believer*, *The New Yorker*, and *Harper's*, these essays represent ten years of Bissell's best writing on every aspect of creation—be it Iraq War documentaries or video-game character voices—and will provoke as much thought as they do laughter. What are sitcoms for exactly? Can art be both bad and genius? Why do some books survive and others vanish? Bissell's exploration of these questions make for gripping, unforgettable reading.

**Game Over** David Sheff 2011-11-02 More American children recognize Super Mario, the hero of one of Nintendo's video games, than Mickey Mouse. The Japanese company has come to earn more money than the big three computer giants or all Hollywood movie studios combined. Now Sheff tells of the Nintendo invasion—a tale of innovation and cutthroat tactics.

*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.

**The Ultimate Guide to Video Game Writing and Design** Flint Dille 2008-01-08 . Authors are top game designers . Aspiring game writers and designers must have this complete bible There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video Game Writing and Design goes way beyond the basics. The authors, top game designers, focus on creating games that are an involving, emotional experience for the gamer. Topics include integrating story into the game, writing the game script, putting together the game bible, creating the design document, and working on original intellectual property versus working with licenses. Finally, there's complete information on how to present a visionary new idea to developers and publishers. Got game? Get The Ultimate Guide to Video Game Writing and Design.

**Imaginary Games** Chris Bateman 2011 Can games be art or is all art a kind of game? A philosophical investigation of play and imaginary things.

**Bit by Bit** Andrew Ervin 2017-05-02 An acclaimed novelist and critic argues that video games are the most vital art form of our time Video games have seemingly taken over our lives. Whereas gamers once constituted a small and largely male subculture, today 67 percent of American households play video games. The average gamer is now thirty-four years old and spends eight hours each week playing—and there is a 40 percent chance this person is a woman. In Bit by Bit, Andrew Ervin sets out to understand the explosive popularity of video games. He travels to government laboratories, junk shops, and arcades. He interviews scientists and game designers, both old and young. In charting the material and technological history of video games, from the 1950s to the present, he suggests that their appeal starts and ends with the sense of creativity they instill in gamers. As Ervin argues, games can be art because they are beautiful, moving, and even political.

**Trapped in a Video Game: The Complete Series** Dustin Brady 2020-04-01 Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games—and the people making those games – can be. Book One: Trapped in a Video Game Jesse hates video games – and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book

Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

GameLife Michael W. Clune 2015-09-15 You have been awakened. Floppy disk inserted, computer turned on, a whirring, and then this sentence, followed by a blinking cursor. So begins *Suspended*, the first computer game to obsess seven-year-old Michael, to worm into his head and change his sense of reality. Thirty years later he will write: "Computer games have taught me the things you can't learn from people." *GameLife* is the memoir of a childhood transformed by technology. Afternoons spent gazing at pixelated maps and mazes train Michael's eyes for the uncanny side of 1980s suburban Illinois. A game about pirates yields clues to the drama of cafeteria politics and locker-room hazing. And in the year of his parents' divorce, a spaceflight simulator opens a hole in reality. In telling the story of his youth through seven computer games, Michael W. Clune captures the part of childhood we live alone.

**The Ultimate History of Video Games, Volume 2** Steven L. Kent 2021-08-24 The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power "A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, *RePlay Magazine* As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of *The Ultimate History of Video Games*, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of *Sonic the Hedgehog* to "f\*\*k off" • how "lateral thinking with withered technology" put Nintendo back on top • and much more! Gripping and comprehensive, *The Ultimate History of Video Games: Volume 2* explores the origins of modern consoles and of the franchises—from *Grand Theft Auto* and *Halo* to *Call of Duty* and *Guitar Hero*—that would define gaming in the new millennium.

*Second Person* Noah Wardrip-Fruin 2007 Games and other playable forms, from interactive fictions to improvisational theater, involve role playing and story—something played and something told. In *Second Person*, gamedesigners, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-playing games (RPGs), computer games, board games, card games, electronic literature, political simulations, locative media, massively multiplayer games, and other forms that invite and structure play. *Second Person*—so called because in these games and playable media it is

"you" who plays the roles, "you" for whom the story is being told--first consider tabletop games ranging from Dungeons & Dragons and other RPGs with an explicit social component to Kim Newman's Choose Your Own Adventure-style novel *Life's Lottery* and its more traditional author-reader interaction. Contributors then examine computer-based playable structures that are designed for solo interaction--for the singular "you"--including the mainstream hit *Prince of Persia: The Sands of Time* and the genre-defining independent production *Faade*. Finally, contributors look at the intersection of the social spaces of play and the real world, considering, among other topics, the virtual communities of such Massively Multiplayer Online Role Playing Games (MMORPGs) as *World of Warcraft* and the political uses of digital gaming and role-playing techniques (as in *The Howard Dean for Iowa Game*, the first U.S. presidential campaign game). In engaging essays that range in tone from the informal to the technical, these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as George R.R. Martin's *Wild Cards* series and the classic Infocom game *Planetfall*. Appendixes contain three fully-playable tabletop RPGs that demonstrate some of the variations possible in the form.

**Fuck Yeah, Video Games** Daniel Hardcastle 2019-09-19 As Daniel Hardcastle careers towards thirty, he looks back on what has really made him happy in life: the friends, the romances... the video games. Told through encounters with the most remarkable - and the most mind-boggling - games of the last thirty-odd years, *Fuck Yeah, Video Games* is also a love letter to the greatest hobby in the world. From *God of War* to *Tomb Raider*, *Pokémon* to *The Sims*, Daniel relives each game with countless in-jokes, obscure references and his signature wit, as well as intricate, original illustrations by Rebecca Maughan. Alongside this march of merriment are chapters dedicated to the hardware behind the games: a veritable history of Sony, Nintendo, Sega and Atari consoles. Joyous, absurd, personal and at times swears, Daniel's memoir is a celebration of the sheer brilliance of video games.

**Trigger Happy** Steven Poole 2011-11-07 *The Edge* calls *Trigger Happy* a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century.

Newsgames Ian Bogost 2012-09-21 How videogames offer a new way to do journalism. Journalism has embraced digital media in its struggle to survive. But most online journalism just translates existing practices to the Web: stories are written and edited as they are for print; video and audio features are produced as they would be for television and radio. The authors of *Newsgames* propose a new way of doing good journalism: videogames. Videogames are native to computers rather than a digitized form of prior media. Games simulate how things work by constructing interactive models; journalism as game involves more than just revisiting old forms of news production. *Wired* magazine's game *Cutthroat Capitalism*, for example, explains the economics of Somali piracy by putting the player in command of a pirate ship, offering choices for hostage negotiation strategies. Videogames do not offer a panacea for the ills of contemporary news organizations. But if the industry embraces

them as a viable method of doing journalism—not just an occasional treat for online readers—news games can make a valuable contribution.

**Console Wars** Blake J. Harris 2014-05-13 Now a documentary on CBS All Access. Following the success of *The Accidental Billionaires* and *Moneyball* comes *Console Wars*—a mesmerizing, behind-the-scenes business thriller that chronicles how Sega, a small, scrappy gaming company led by an unlikely visionary and a team of rebels, took on the juggernaut Nintendo and revolutionized the video game industry. In 1990, Nintendo had a virtual monopoly on the video game industry. Sega, on the other hand, was just a faltering arcade company with big aspirations and even bigger personalities. But that would all change with the arrival of Tom Kalinske, a man who knew nothing about videogames and everything about fighting uphill battles. His unconventional tactics, combined with the blood, sweat and bold ideas of his renegade employees, transformed Sega and eventually led to a ruthless David-and-Goliath showdown with rival Nintendo. The battle was vicious, relentless, and highly profitable, eventually sparking a global corporate war that would be fought on several fronts: from living rooms and schoolyards to boardrooms and Congress. It was a once-in-a-lifetime, no-holds-barred conflict that pitted brother against brother, kid against adult, Sonic against Mario, and the US against Japan. Based on over two hundred interviews with former Sega and Nintendo employees, *Console Wars* is the underdog tale of how Kalinske miraculously turned an industry punchline into a market leader. It's the story of how a humble family man, with an extraordinary imagination and a gift for turning problems into competitive advantages, inspired a team of underdogs to slay a giant and, as a result, birth a \$60 billion dollar industry. A best book of the year: NPR, Slate, Publishers Weekly, Goodreads

**How to Talk about Videogames** Ian Bogost 2015-11-15 Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In *How to Talk about Videogames*, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like *Flappy Bird*, *Mirror's Edge*, *Mario Kart*, *Scribblenauts*, *Ms. Pac-Man*, *FarmVille*, *Candy Crush Saga*, *Bully*, *Medal of Honor*, *Madden NFL*, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

**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.

*Extra Lives* Tom Bissell 2011-06-14 In *Extra Lives*, acclaimed writer and life-long video game enthusiast Tom Bissell takes the reader on an insightful and entertaining tour of the art and meaning of video games. In just a few decades, video games have grown increasingly complex and sophisticated, and the companies that produce them are now among the most profitable in the entertainment industry. Yet few outside this world have thought deeply about how these games work, why they are so appealing, and what they are capable of artistically. Blending memoir, criticism, and first-rate reportage, *Extra Lives* is a milestone work about what might be the dominant popular art form of our time.

**Game On!** Dustin Hansen 2016-11-22 "A middle-grade nonfiction book about the history and impact on pop culture of video games"--

SuperBetter Jane McGonigal 2015-09-15 An innovative guide to living gamefully, based on the program that has already helped nearly half a million people achieve remarkable personal growth In 2009, internationally renowned game designer Jane McGonigal suffered a severe concussion. Unable to think clearly or work or even get out of bed, she became anxious and depressed, even suicidal. But rather than let herself sink further, she decided to get better by doing what she does best: she turned her recovery process into a resilience-building game. What started as a simple motivational exercise quickly became a set of rules for "post-traumatic growth" that she shared on her blog. These rules led to a digital game and a major research study with the National Institutes of Health. Today nearly half a million people have played SuperBetter to get stronger, happier, and healthier. But the life-changing ideas behind SuperBetter are much bigger than just one game. In this book, McGonigal reveals a decade's worth of scientific research into the ways all games—including videogames, sports, and puzzles—change how we respond to stress, challenge, and pain. She explains how we can cultivate new powers of recovery and resilience in everyday life simply by adopting a more "gameful" mind-set. Being gameful means bringing the same psychological strengths we naturally display when we play games—such as optimism, creativity, courage, and determination—to real-world goals. Drawing on hundreds of studies, McGonigal shows that getting superbetter is as simple as tapping into the three core psychological strengths that games help you build: • Your ability to control your attention, and therefore your thoughts and feelings • Your power to turn anyone into a potential ally, and to strengthen your existing relationships • Your natural capacity to motivate yourself and super-charge your heroic qualities, like willpower, compassion, and determination SuperBetter contains nearly 100 playful challenges anyone can undertake in order to build these gameful strengths. It includes stories and data from people who have used the SuperBetter method to get stronger in the face of illness, injury, and other major setbacks, as well as to achieve goals like losing weight, running a marathon, and finding a new job. As inspiring as it is down to earth, and grounded in rigorous research, SuperBetter is a proven game plan for a better life. You'll never say that something is "just a game" again.

**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

**The Geography of Madness** Frank Bures 2016-04-26 Why do some men become convinced—despite what doctors tell them—that their penises have, simply, disappeared. Why do people across the world become convinced that they are cursed to die on a particular date—and then do? Why do people in Malaysia suddenly “run amok”? In *The Geography of Madness*, acclaimed magazine writer Frank Bures investigates these and other “culture-bound” syndromes, tracing each seemingly baffling phenomenon to its source. It’s a fascinating, and at times rollicking, adventure that takes the reader around the world and deep into the oddities of the human psyche. What Bures uncovers along the way is a poignant and stirring story of the persistence of belief, fear, and hope.

**The Father of All Things** Tom Bissell 2007 The author of *God Lives in St. Petersburg* describes his and his war veteran father's odyssey to Vietnam some forty years after serving during the war, offering a fascinating glimpse of a land that had shaped both of their lives while reflecting on his father's war experience and the war's continuing political, cultural, and personal influence. 35,000 first printing.

*Apostle* Tom Bissell 2017-02-07 The story of Twelve Apostles is the story of early Christianity: its competing versions of Jesus's ministry, its countless schisms, and its ultimate evolution from an obscure Jewish sect to the global faith we know today in all its forms and permutations. In his quest to understand the underpinnings of the world's largest religion, Tom Bissell embarks on a years-long pilgrimage to the apostles' supposed tombs, traveling from Jerusalem and Rome to Turkey, Greece, Spain, France, India, and Kyrgyzstan. Along the way, Bissell uncovers the mysterious and often paradoxical lives of these twelve men and how their identities have taken shape over the course of two millennia. Written with empathy and a rare acumen—and often extremely funny—*Apostle* is an intellectual, spiritual, and personal adventure fit for believers, scholars, and wanderers alike.

All Your Base Are Belong to Us Harold Goldberg 2011-04-05 Through the stories of gaming's greatest innovations and most beloved creations, journalist Harold Goldberg captures the creativity, controversy—and passion—behind the videogame's meteoric rise to the top of the pop-culture pantheon. Over the last fifty years, video games have grown from curiosities to fads to trends to one of the world's most popular forms of mass entertainment. But as the gaming industry grows in numerous directions and everyone talks about the advance of the moment, few explore and seek to understand the forces behind this profound evolution. How did we get from *Space Invaders* to *Grand Theft Auto*? How exactly did gaming become a \$50 billion industry and a dominant pop culture form? What are the stories, the people, the innovations, and the fascinations behind this incredible growth? Through extensive interviews with gaming's greatest

innovators, both its icons and those unfairly forgotten by history, *All Your Base Are Belong To Us* sets out to answer these questions, exposing the creativity, odd theories--and passion--behind the twenty-first century's fastest-growing medium. Go inside the creation of: *Grand Theft Auto* \* *World of Warcraft* \* *Bioshock* \* *Kings Quest* \* *Bejeweled* \* *Madden Football* \* *Super Mario Brothers* \* *Myst* \* *Pong* \* *Donkey Kong* \* *Crash Bandicoot* \* *The 7th Guest* \* *Tetris* \* *Shadow Complex* \* *Everquest* \* *The Sims* \* And many more!

**God Lives in St. Petersburg** Tom Bissell 2007-12-18 Young Americans abroad in Central Asia find themselves pushed to their limits in these acclaimed, prize-winning stories by one of our most exciting and talented new authors. Combining bleak humor, ironic insight, deep compassion, and unflinching moral and ethical inquiry, Tom Bissell gives us a gripping collection that is both timeless and profoundly relevant to today's complex world.

**Take Me Out** Richard Greenberg 2020-12-15 THE STORY: Darren Lemming, the star center fielder of the world champion New York Empire, is young, rich, famous, talented, handsome and so convinced of his popularity that when he casually announces he's gay, he assumes the news will be readily a

Creative Types Tom Bissell 2021-12-14 From the best-selling coauthor of *The Disaster Artist* and "one of America's best and most interesting writers" (Stephen King), a new collection of stories that range from laugh-out-loud funny to disturbingly dark--unflinching portraits of women and men struggling to bridge the gap between art and life A young and ingratiating assistant to a movie star makes a blunder that puts his boss and a major studio at grave risk. A long-married couple hires an escort for a threesome in order to rejuvenate their relationship. An assistant at a prestigious literary journal reconnects with a middle school frenemy and finds that his carefully constructed world of refinement cannot protect him from his past. A Bush administration lawyer wakes up on an abandoned airplane, trapped in a nightmare of his own making. In these and other stories, Tom Bissell vividly renders the complex worlds of characters on the brink of artistic and personal crises--writers, video-game developers, actors, and other creative types who see things slightly differently from the rest of us. With its surreal, poignant, and sometimes squirm-inducing stories, *Creative Types* is a brilliant new offering from one the most versatile and talented writers working in America today.

*Reality Is Broken* Jane McGonigal 2011-01-20 "McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." --The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." --San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." --Cory Doctorow, author of *Little Brother* A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world--from social problems like depression and obesity to global issues like poverty and climate change--and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, *Reality Is Broken* shows that the future will belong to those who can understand, design, and play

games. Jane McGonigal is also the author of *SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient*.

**The Obama Diaries** Laura Ingraham 2010-07-13 The Diary of President Barack Obama The White House May 19, 2010 I was going to write about tonight's state dinner for Mexico and the amnesty plan, but we've got a national crisis here! I think somebody's been snooping in this diary! The pages are all wrinkled! And the most personal entries are dog-eared! WHAT THE HELL'S GOING ON HERE? (WASHINGTON, D.C.) On May 20, 2010, Laura Ingraham received a package from an anonymous source that will change the history of the United States and the legacy of President Barack Obama. While retrieving her automobile from the underground garage at the Watergate complex (where she had just enjoyed her weekly pedicure), Ingraham discovered a manila envelope on the hood of her car. When she picked it up, a deep baritone voice called out from a nearby stairwell: "Just read it. You'll know what to do." The shadowy figure then disappeared into the darkness without another word. The envelope contained copies of what appeared to be diary entries written by President Barack Obama, his family, and high-ranking administration officials. Because the "diaries" are so revealing, Ingraham felt compelled to release them to the American public and the citizens of the world. Major media outlets love to describe the president as "no drama Obama," but *The Obama Diaries* tells a different tale. Through these "diary entries," readers will see past the carefully constructed Obama façade to the administration's true plans to "remake America." In *The Obama Diaries*, Ingraham hilariously skewers the president and his minions. She takes aim at: •the cynical "razzle-dazzle" marketing of Obama's radical agenda •the use of the Obama "brand" and family to obscure Obama's true aims •Michelle Obama's gardening and anti-obesity initiative; and much more. Informative and hugely entertaining, *The Obama Diaries* will inspire both laughter and critical thinking about the future of the nation and the man currently at the helm. •the use of the Obama "brand" and family to obscure Obama's true aims •Michelle Obama's gardening and anti-obesity initiative; and much more. Informative and hugely entertaining, *The Obama Diaries* will inspire both laughter and critical thinking about the future of the nation and the man currently at the helm. Excerpts from Laura Ingraham's *The Obama Diaries* Obama on Sarah Palin: "Hell, doesn't Palin have anything better to do than criticize me? Shouldn't she be back home shooting some endangered wolf species from a helicopter?" (April 9, 2010) Michelle on being First Lady: "I'll be damned if all this fabulosity is going to go to waste reading Dr. Seuss to snot-nosed kids all day." (January 23, 2009) Vice President Joe Biden on Michelle Obama: "She's kind of like a black Hillary Clinton. I mean that in a good way." (May 5, 2009) Obama on his visit to the Vatican: "If I can ingratiate myself with a few more of these red-hats, the pope thing might not be a bad follow-up to the presidency." (July 10, 2009)

Ready Player One Ernest Cline 2011-08-16 #1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets *The Matrix*."—USA Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll

kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

**Beyond Choices** Miguel Sicart 2013-09-06 How computer games can be designed to create ethically relevant experiences for players. Today's blockbuster video games—and their never-ending sequels, sagas, and reboots—provide plenty of excitement in high-resolution but for the most part fail to engage a player's moral imagination. In *Beyond Choices*, Miguel Sicart calls for a new generation of video and computer games that are ethically relevant by design. In the 1970s, mainstream films—including *The Godfather*, *Apocalypse Now*, *Raging Bull*, and *Taxi Driver*—filled theaters but also treated their audiences as thinking beings. Why can't mainstream video games have the same moral and aesthetic impact? Sicart argues that it is time for games to claim their place in the cultural landscape as vehicles for ethical reflection. Sicart looks at games in many manifestations: toys, analog games, computer and video games, interactive fictions, commercial entertainments, and independent releases. Drawing on philosophy, design theory, literary studies, aesthetics, and interviews with game developers, Sicart provides a systematic account of how games can be designed to challenge and enrich our moral lives. After discussing such topics as definition of ethical gameplay and the structure of the game as a designed object, Sicart offers a theory of the design of ethical game play. He also analyzes the ethical aspects of game play in a number of current games, including *Spec Ops: The Line*, *Beautiful Escape: Dungeoneer*, *Fallout New Vegas*, and Anna Anthropy's *Dys4ia*. Games are designed to evoke specific emotions; games that engage players ethically, Sicart argues, enable us to explore and express our values through play.

*Video Games and Well-being* Rachel Kowert 2019-12-02 This book examines how video game mechanics and narratives can teach players skills associated with increased psychological well-being. It integrates research from psychology, education, ludology, media studies, and communication science to demonstrate how game play can teach skills that have long been associated with increased happiness and prolonged life satisfaction, including flexible thinking, openness to experience, self-care, a growth mindset, solution-focused thinking, mindfulness, persistence, self-discovery and resilience. The chapters in this volume are written by leading voices in the field of game studies, including researchers from academia, the video gaming industry, and mental health practitioners paving the way in the field of “geek therapy.” This book will advance our understanding of the potential of video games to increase our psychological well-being by helping to mitigate depression, anxiety, and stress and foster persistence, self-care, and resilience.

*The Ethics of Computer Games* Miguel Sicart 2011-08-19 Why computer games can be ethical, how players use their ethical values in gameplay, and the implications for game design. Despite the emergence of computer games as a dominant cultural

industry (and the accompanying emergence of computer games as the subject of scholarly research), we know little or nothing about the ethics of computer games. Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers. In this first scholarly exploration of the subject, Miguel Sicart addresses broader issues about the ethics of games, the ethics of playing the games, and the ethical responsibilities of game designers. He argues that computer games are ethical objects, that computer game players are ethical agents, and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties. Players should not be considered passive amoral creatures; they reflect, relate, and create with ethical minds. The games they play are ethical systems, with rules that create gameworlds with values at play. Drawing on concepts from philosophy and game studies, Sicart proposes a framework for analyzing the ethics of computer games as both designed objects and player experiences. After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics, Sicart offers case studies examining single-player games (using Bioshock as an example), multiplayer games (illustrated by Defcon), and online gameworlds (illustrated by World of Warcraft) from an ethical perspective. He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay.