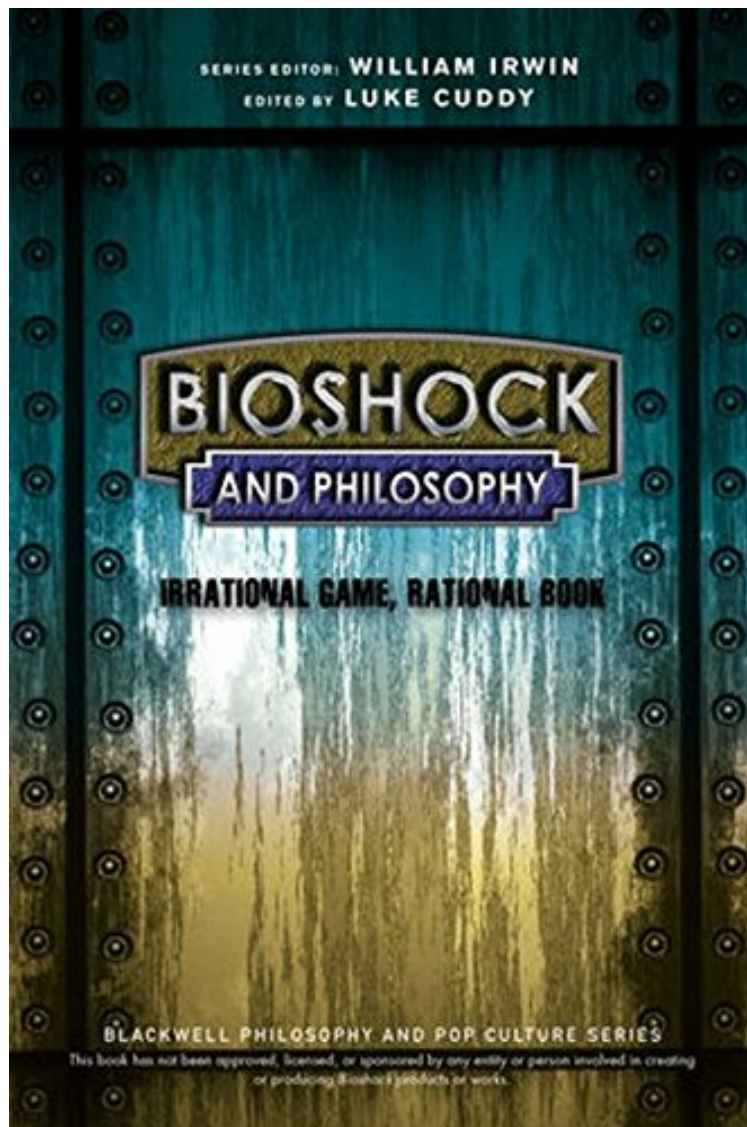


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BioShock and Philosophy: Irrational Game, Rational Book (The Blackwell Philosophy and Pop Culture Series)

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#459294 in Books Cuddy Luke 2015-06-22 Original language: English PDF # 1 9.10 x .40 x 6.00l, .56 #File Name: 1118915860192 pages Bioshock and Philosophy Irrational Game Rational Book | File size: 37.Mb

From Cuddy Luke : BioShock and Philosophy: Irrational Game, Rational Book (The Blackwell Philosophy and Pop Culture Series) before purchasing it in order to gauge whether or not it would be worth my time, and all praised BioShock and Philosophy: Irrational Game, Rational Book (The Blackwell Philosophy and Pop Culture Series):

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Considered a sign of the coming of age of video games as an artistic medium, the award-winning BioShock franchise covers vast philosophical ground. BioShock and Philosophy: Irrational Game, Rational Book presents expert reflections by philosophers (and Bioshock connoisseurs) on this critically acclaimed and immersive fan-favorite. Reveals the philosophical questions raised through the artistic complexity, compelling characters and absorbing plots of this ground-breaking first-person shooter (FPS) Explores what BioShock teaches the gamer about gaming, and the aesthetics of video game storytelling Addresses a wide array of topics including Marxism, propaganda, human enhancement technologies, political decision-making, free will, morality, feminism, transworld individuality, and vending machines in the dystopian society of Rapture Considers visionary game developer Ken Levines depiction of Ayn Rands philosophy, as well as the theories of Aristotle, de Beauvoir, Dewey, Leibniz, Marx, Plato, and others from the Hall of Philosophical Heroes

From the Back CoverWhat does BioShock teach the gamer about gaming? Should we be able to buy beauty and morality from a vending machine? Is BioShock a legitimate critique of Ayn Rands philosophy? Did Booker ever have free will? Will humans ever be able to shoot lightning out of their hands? BioShock is a critically acclaimed first-person shooter video game first released in 2007. While gamers still thrill at taking down a rivet gunwielding Big Daddy, what truly impresses BioShock aficionados is its incredibly immersive environmentfrom the atmospheric retro music and chilling audio diaries to a compelling storyline inspired by the controversial philosophy of Ayn Rand. Setting aside the eye-popping visuals of the games nightmarish underwater dystopia, players must confront a remarkable series of philosophical choices based on morality, free will, and human nature. BioShock and Philosophy features a collection of serious philosophical reflections on questions raised during the course of BioShock game play. Various philosophers consider a wide range of thought-provoking topics and ideas, including the accuracy of game developer Ken Levines depiction of Rands philosophy. As well as some of humanitys deepest mysteries, other topics include: The ethical concerns raised by the technologically advanced society portrayed in BioShock Marxist philosophy in relation to the underground insurgency of Vox Populi Questions of identity in relation to body and soul raised by Elizabeths ability to manipulate tears that exist in the fabric of time And what about the possibility of a future dystopian nightmare created by a real-life Andrew Ryan? If that ever happens, the intriguing philosophical musings of BioShock and Philosophy may just help prepare us for such a truly frightening scenario. Considered a sign of the coming of age of video games as an artistic medium, the awardwinning BioShock franchise covers vast philosophical ground. BioShock and Philosophy presents expert reflections by philosophers (and Bioshock connoisseurs) on this critically acclaimed and immersive fan favorite.About the AuthorLuke Cuddy is an Assistant Professor of Philosophy at Southwestern College in Chula Vista, CA. He edited The Legend of Zelda and Philosophy, World of Warcraft and Philosophy, and HALO and Philosophy. An avid guitar player as well as gamer, he continues to annoy his friends with impromptu performances of "Will the Circle Be Unbroken. William Irwin (series editor) is Professor of Philosophy at Kings College, USA. He originated the philosophy and popular culture genre of books as co-editor of the bestselling The Simpsons and Philosophy and has overseen titles including House and Philosophy, Batman and Philosophy, and Veronica Mars and Philosophy.