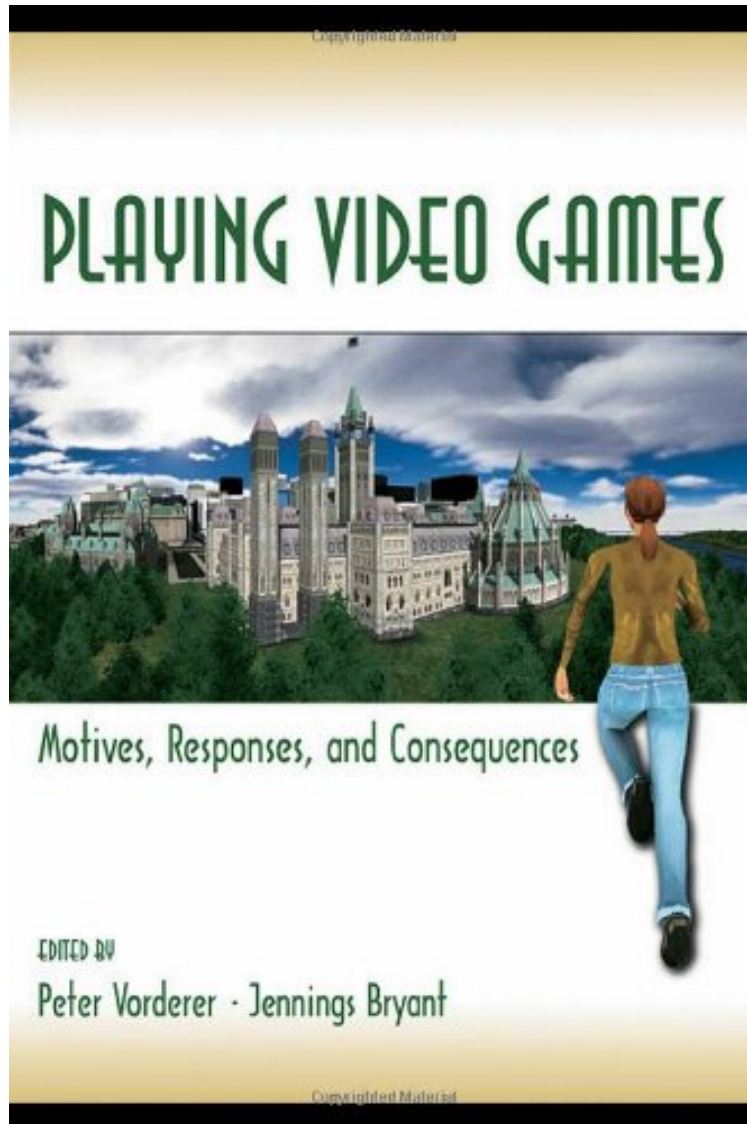


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Playing Video Games: Motives, Responses, and Consequences (Lea's Communication Series)

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before purchasing it in order to gauge whether or not it would be worth my time, and all praised Playing Video Games: Motives, Responses, and Consequences (Lea's Communication Series):

3 of 3 people found the following review helpful. social aspects of current video games By W Boudville How far video games have come since Pong and Space Invaders. The contributors to this book undertook serious analyses of current

popular video games, some 25 or so years since those early games. The book is not about the technological aspects of how games are written. Though some chapters have brief explanations. Instead the focus here is on higher level issues. These include asking what makes a game addictive; something which is certainly not of abstract academic interest. By now, the display resolutions are so fine, and the updating of the scenes so smooth that a player might be able to immerse himself into a virtual environment. A willing suspension of disbelief indeed! The emotions of a player are studied, as a clue to addiction. Another aspect is the rise of Massive Multiplayer Online Games. These involve collaborative and competitive efforts between many human players, in an environment run on central servers that their machines login remotely to. The social mores of some MMOG universes are explored. On this topic, much more can probably be written than what the book only relatively briefly covers.

From security training simulations to war games to role-playing games, to sports games to gambling, playing video games has become a social phenomena, and the increasing number of players that cross gender, culture, and age is on a dramatic upward trajectory. *Playing Video Games: Motives, Responses, and Consequences* integrates communication, psychology, and technology to examine the psychological and mediated aspects of playing video games. It is the first volume to delve deeply into these aspects of computer game play. It fits squarely into the media psychology arm of entertainment studies, the next big wave in media studies. The book targets one of the most popular and pervasive media in modern times, and it will serve to define the area of study and provide a theoretical spine for future research. This unique and timely volume will appeal to scholars, researchers, and graduate students in media studies and mass communication, psychology, and marketing.

"...highly informative 400 page read....each chapter is packed full of juicy information that'll improve your debates concerning the virtues and pitfalls of gaming and beyond..."CiN Weekly "The collection is a veritable candy store for students of human behavior at all levels. Because it covers so many different facets of gaming, it will be appealing to man types of audiences....This volume will get anyone up to speed who wants familiarity with the field and will provide an excellent synthesis for experts in one area who would like to expand their conceptualization of the entire field."PsycCRITIQUES