

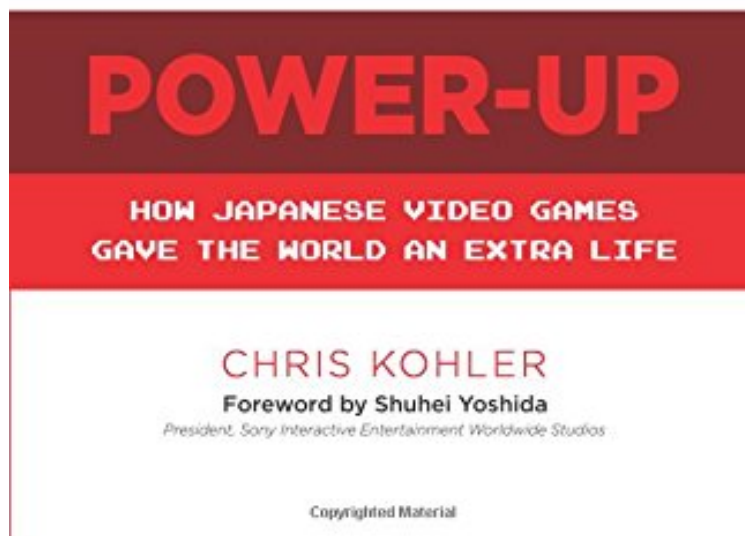
(Free download) Power-Up: How Japanese Video Games Gave the World an Extra Life

Power-Up: How Japanese Video Games Gave the World an Extra Life

Chris Kohler

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Chris Kohler : Power-Up: How Japanese Video Games Gave the World an Extra Life before purchasing it in order to gage whether or not it would be worth my time, and all praised Power-Up: How Japanese Video Games Gave the World an Extra Life:

0 of 0 people found the following review helpful. Informative, entertaining, and highly recommendedBy

Redfield[Disclaimer: A full review will be forthcoming after I finish the book].I recently purchased this book and, in one day, have gotten about 40 or so pages in. I can easily say that I am greatly enjoying my time with it so far.Kohler writes very clear and concise. It has been very informative to read on the Japanese side of the video games industry, especially regarding its origins and both some of the significant people and companies that made it happen. Kohler's pacing for the two chapters I have read so far seems to be very balanced; just enough side information, fun facts, pictures, and minor variations throughout that make this so much more than a dry history book or thesis paper (which, ironically, this book started out as). It has been entertaining as well to read more in depth on Shigeru Miyamoto's beginnings (i.e., childhood interests, novel and academic/technical experiences, first encounters with Nintendo).As Kohler puts it in the introduction, what you are getting here is a snapshot from his perspective and research of how the Japanese contributed to the video game industry as a whole. I noticed other reviewers stating things such as: "there were other companies other than Nintendo", it is "too narrow in scope", and it is "too short and too shallow", but would like to remind you that Kohler never claims his intent is to provide an all-in-one, comprehensive book on the subject matter. I believe, if you go in with this knowledge, it won't disappoint.Even though I have a long way to go before I'm able to provide my definite thoughts, I feel confident in saying that I'd highly recommend this book to any gamer that has an appreciation for not only the games that they play, but the companies and individuals that started the games industry as well.I hope this helps you in making a decision. I'm glad I chose to give this one a try.1 of 1 people found the following review helpful. Great insight into a fascinating history of an industryBy Nathan VanceAs an almost 40 year old American man, I've of course grown up playing Japanese video games. This book is an interesting look at video gaming's history, and how the Japanese have had such a large part in making it what it is today. Highly recommended.3 of 3 people found the following review helpful. Five StarsBy CustomerBest video game history book I've read. Its for fans from a fan, but with an academic perspective.

Why are Japanese video games a worldwide sensation? This enjoyable and informative survey explores the reasons, starting with how Japanese developers raised the medium to an art form. The book also traces the ways in which the developers' ideas infused popular culture beyond the gaming world.

From the AuthorIn writing Power-Up, I wanted to take what I had learned about Japanese art and culture and apply it to the video games that I had grown up loving so much, in an attempt to explain why Japan had been so successful throughout the world, from such an early point in gaming history.