

[DOWNLOAD] Push Start: The Art of Video Games (Book LP set with mp3 download) (English and German Edition)

Push Start: The Art of Video Games (Book LP set with mp3 download) (English and German Edition)

Stephan Guenzel

*ePub | *DOC | audiobook | ebooks | Download PDF*



[Download](#)

[Read Online](#)

#418453 in Books EarBOOKS 2014-10-01 Original language: English, German PDF # 1 11.25 x 11.25 x 1.50l, 6.28 #File Name: 3943573095380 pages EarBOOKS | File size: 78.Mb

Stephan Guenzel : Push Start: The Art of Video Games (Book LP set with mp3 download) (English and German Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Push Start: The Art of Video Games (Book LP set with mp3 download) (English and German Edition):

0 of 0 people found the following review helpful. Awesome book! By francochan Amazing photo renditions, full-color printing (where it applies), amazing quality, and great pieces about many of history's famous titles. The best part (whether it's perceived by this generation as being hipster or not) is the vinyl record it comes with. The remixes are all well-done, and based on a good standard selection for a 10-inch. The mixes sound different enough from each other to make them each worth a listen, and their style doesn't sound out of date, nor too "of-this-time" enough to sound old in 2 years. I'm already including the mixes in some of my playlists. Thumbs up! A perfect tome to serve as a gamer's living room coffee table book. The cover is just simple black white, so it'll go with all types of interiors. :) 1 of 1 people found the following review helpful. Simply beautiful By Alejandro Frenkel Amazing quality, the book invites you to grab it.. It's a cool object to have at your house!.. 0 of 0 people found the following review helpful. Five Stars By P. Pornprasertthavorni love it

Pac Man, Space Invaders, Tetris, and Super Mario Bros. are video game classics, and more than just reminiscences of

an untroubled childhood. Challenging stories and characters, visual quality, and aesthetic experience make them successful examples of popular interactive design. They have become more than mere video games and can be regarded as a multimedia art form. Push Start outlines this graphical evolution from its beginnings, through the golden age of arcade video games, to the latest generation of game consoles. Fascinating artwork and screenshot prints of the most famous video games are featured, and the corresponding cult sounds from each game are included on a ten-inch vinyl with mp3 download, too. Push Start creates an expanding universe of game culture in which the worlds of emotion, reality, and art collide.

Push Start is a high production look back at the art of gaming. This is a gift of awe or a way to make visitors blush with envy. --Geek Native Push Start is a book that all gamers should own [] and a piece of art in its own right. This book is a monolith in both size and weight and it is something to be worshipped if you love video games from all generations. --Retro Videogamer Push Start immediately screams quality. From its embossed pixellated front cover to its vinyl record-concealing back, each vividly colourful page recounts a classic title from days gone by. The back cover hides an amazing bonus, too - a 12 inch vinyl record filled with remixes of iconic themes and tunes from some of gaming history's most important and influential titles. --Retro Collect About the Author Stephan Guenzel is Professor of media theory at the Berlin Technical Art School. He previously taught at the Humboldt University of Berlin and at the universities of Jena, Klagenfurt and Trier. From 2008 to 2010 he was coordinator of the Center for Computer Game Research (DIGAREC) and researcher at the institute for arts and media at the University of Potsdam.