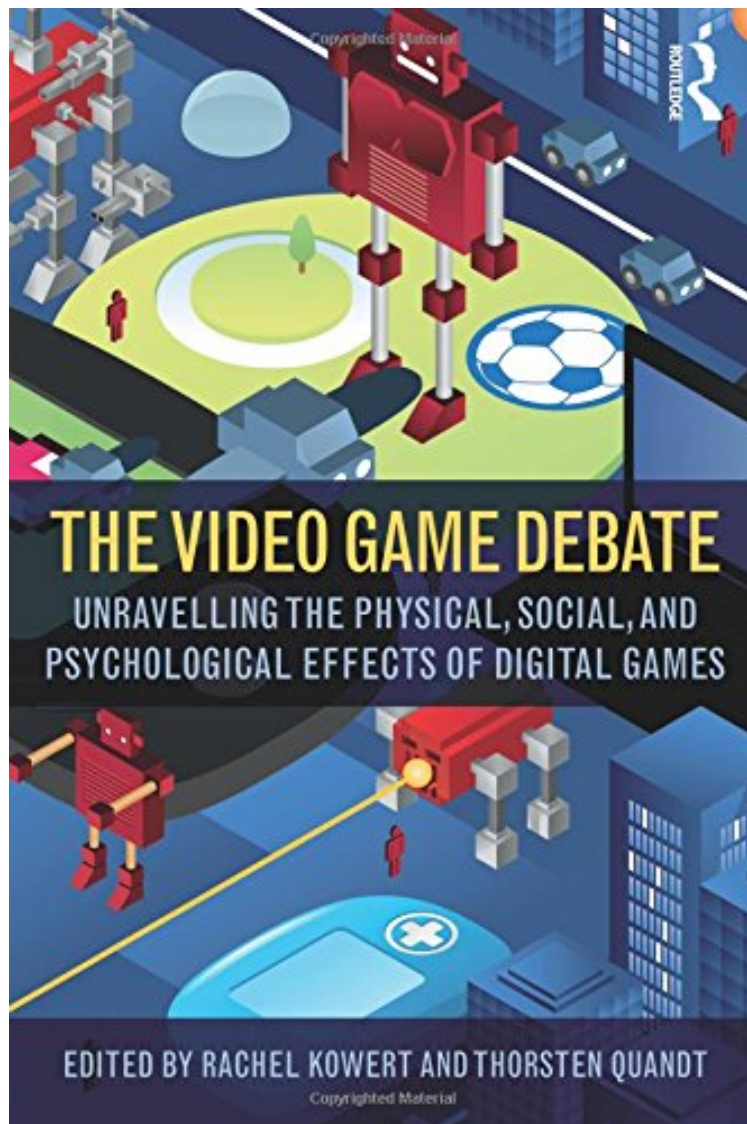


(Ebook pdf) The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Video Games

The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Video Games

From Ingramcontent

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



[Download](#)

[Read Online](#)

#642009 in Books Ingramcontent 2015-09-03 2015-09-08Original language:EnglishPDF # 1 9.00 x .46 x 6.00l, .0 #File Name: 1138831638204 pagesThe Video Game Debate Unravelling the Physical Social and Psychological Effects of Video Games | File size: 44.Mb

From Ingramcontent : The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Video Games before purchasing it in order to gage whether or not it would be worth my time, and all praised The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Video Games:

2 of 2 people found the following review helpful. A must have for anyone interested in video games (yes I mean ANYONE!)By TheabsoluteAs a game design researcher, I was quite curious about this volume. Well...I read the entire volume in one sitting! Most of the texts about video games either focus on game development, game design, game production or game studies theories, I was glad to finally see a book that details the research in various areas. With this volume Kowert and Quandt have created a wonderful edited compilation, in it they provide a substantive yet easily to digest summary of hot topics such as aggression, learning, addiction, gaming communities and others. I also appreciated the balanced approach to video games which they summarize in Chapter 10. The effects of video games are not black and white—either for positive advancement of human life (such as learning) or for moral deterioration (such as aggression in play). Video games are here to stay, and as media influences all aspects of human life it requires continued exploration, research and critique. This is a great read for anyone interested in video games, and it is of particular interest to game studies students and researchers. I believe this volume should be mandatory in all university courses in communication, production and design of media.0 of 0 people found the following review helpful. Great book on a subject that is relevant to today's media evolution.By JosephIt is very refreshing to find a book that has so many experts on a subject that has a limited content on the web. I enjoyed it!3 of 3 people found the following review helpful. The most unique and informational video game book on the market today!By C.

Chandler[[VIDEOID:952d47c3b3344fef03bfd6fdef3448c3]] The Video Game Debate is one of the most unique video game publications on the market today. I am highly impressed at the amount of research that was done on the various topics, as well as the editing and compiling done by Kowert and Quandt. Important questions are asked, such as is there a scientific link between violence and video games? The media usually will tell you "yes" every time a news story is aired where a violent crime is attempted to be linked to a video game. What about obesity and video games? Or does using exercise games like Wii Fit actually have health benefits? As a parent of two boys, all of these questions that are asked are important to both me and my family.The book itself is a very easy read, I only had trouble with some of the Psychological exam terms that were presented. It reads similar to a series of white papers that are written on various topics. Overall, if you have interest in the topic at all, you can breeze through it in about 2-3 days. It comes in just over 200 pages, but that includes all charts, graphs, and reference pages. Overall, this book should not be missed as the information provided is invaluable to find all in one place, and there seems to be no bias on the topics at all. I truly cannot think of any book that comes anywhere close to the Video Game Debate.

Do video games cause violent, aggressive behavior? Can online games help us learn? When it comes to video games, these are often the types of questions raised by popular media, policy makers, scholars, and the general public. In this collection, international experts review the latest research findings in the field of digital game studies and weigh in on the actual physical, social, and psychological effects of video games. Taking a broad view of the industry from the moral panic of its early days up to recent controversies surrounding games like Grand Theft Auto, contributors explore the effects of games through a range of topics including health hazards/benefits, education, violence and aggression, addiction, cognitive performance, and gaming communities. Interdisciplinary and accessibly written, The Video Game Debate reveals that the arguments surrounding the game industry are far from black and white, and opens the door to richer conversation and debate amongst students, policy makers, and scholars alike.

"This is a terrific introduction to the new wave of social science research on games and gamers, putting objectivity ahead of subjectivity, and open-mindedness ahead of dogma. For over a decade, there has been a widening gulf between research on the effects of video games and the experience of game-players themselves. Finally, with this book, we see media studies that aren't themselves born of media effects and its both revolutionary and revelatory." Richard A. Bartle, University of Essex, UK "The Video Game Debate is one of the most unique video game publications on the market today. I am highly impressed at the amount of research that was done on the various topics, as well as the editing and compiling done by Kowert and Quandt... Overall, this book should not be missed as the information provided is invaluable to find all in one place... I truly cannot think of any book that comes anywhere close to The Video Game Debate." Chris Chandler, www.gamingwithswag.com "Kowert (independent scholar with a PhD in psychology) and Quandt (online communication, Univ. of Mnster, Germany) offer a collection of concise academic ruminations on the physical, social, and psychological impact of video games. The editors and their fellow contributors bring to their essays perspectives that come primarily from the fields of psychology and game studies. Together the essays provide a balanced, analytical approach to a range of issues and controversies, among them video game violence and compulsive playing. The essays are more approachable than academic white papers, but readers new to psychology may find certain parts challenging. Likewise, though the volume is thoroughly referenced, those who are unfamiliar with the many video games mentioned may need to do additional research." - A. Chen, Cogswell College, CHOICEAbout the AuthorRachel Kowert received her PhD in Psychology from the University of York (UK), where her research focused on the relationships between social competence and online video game involvement. Thorsten Quandt holds the chair of Online Communication at the University of Mnster (Germany) and is a

distinguished scientist with extensive experience in digital games research.