

List of Illustrations	p. vii
Acknowledgments	p. xi
Introduction	p. 1
About the Reader	
Structure of the Book	
The Larger Questions	
Studying Video Games	p. 7
Who Studies Video Games?	
How do you Study Video Games?	
Types of Analysis	
Schools of Thought?	
The Game Industry	p. 15
The Size of the Game Industry	
The Structure of the Game Industry	
The Development Process	
Roles in Game Development	
What is a Game?	p. 27
General Models for Understanding Games	
The Issue of Genre	
History	p. 53
A Brief Pre-history of Video Games	
Does History Matter?	
A History of Video Games	
The 1970s	
The 1980s	
The 1990s	
The 2000s	
The 2010s and Beyond	
Perspectives	
Video Game Aesthetics	p. 117
Rules	
Geography and Representation	
Number of Players	
Games without Boundaries	
Video Games in Culture	p. 157
The Cultural Position of Video Games	
Players	
Narrative	p. 193
Storytelling	
Reception-The Player's Experience of a Story	

A Brief History of Literary Theory and Video Games	
Serious Games-When Entertainment is Not Enough	p. 229
Traditional Games for Serious Purposes	
Categorizing Educational Computer Games	
The Rationale Behind Edutainment	
The Instructional Approach to Edutainment	
The Modern Approach to the Educational Use of Computer Games	
The Educational Effectiveness of Video Games	
Political Games and Newsgames	
Advertainment	
Gamification-Plug'n'Play Games for Real?	
Games-for-change-Revolutionaries Rise	
Final Remarks	
Video Games and Risks	p. 255
Two Research Perspectives	
The Active Media Perspective	
The Active User Perspective	
Other Questions	
Final Remarks	
Video Game Timeline	p. 281
Glossary	p. 285
Games Cited	p. 289
Bibliography	p. 295
Index	p. 315

*Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.*