Prolog
Playing, Making, Thinking Games
Playing-Games
Making Games-Game Design
Thinking Games-Game Studies
Acknowledgments
Games
Introduction
What is a Game? Systematic and Historical Approaches
Attempts at Systematic Definitions
Failure of Systematic Definitions
Historical Definition: The Alterity of Digital Games
Games in the Modern Era. A Short Media History
Games
Primary, Secondary, and Tertiary Mediality
Case Study: Soccer-A Game's Journey Through Medialities
Quaternary Mediality: From Spectator to Player
Procedural Turn (since the 1950s)
Quadruplicate Origin of Digital Games
Digital Technology
Artificial Intelligence
Flight Simulation
Virtualization of Analog Games
Playful Use of Digital Technology
Procedurality
Hyperepic Turn (since the 1970s)
Game Economics
From Mainframe and Arcade Games to Console and PC Games
The Innovative Genie of Text-Adventures
The Evolution of Audiovisual Storytelling
The Hyperepic
Hyperrealistic Turn (since the 1990s)
Digital Technology
From the Model of the Novel to the Model of the Film
Hyperrealism
Authenticity and Operativity
The Innovative Genre of the First-Person Shooter
The Double Alterity of Digital Games
The Evolution of Games into an Audiovisual Medium
Digital Games vs. Analog Games and Linear Audiovisions
The Defining Medium of Digital Culture