CONTENTS

Foreword by Ian Livingstone CBE 007
Introduction 008

1 VIDEO GAMES: PAST, PRESENT, AND FUTURE

Origins of Play 014
A Brief History of Video Games 020
The Age of the Console 023
Twenty-First-Century Gaming 030
Interview: Stuart Saw 035
Game Genres 038

4 LATERAL THINKING

Physical Gaming Environments 102
Online Communities and Alter Egos 108
Games as Art 109
Interview: Aram Bartholl 110
Interview: Mike Bithell 114
Interview: Luke Whittaker 117
Interview: Eliott Johnson and Matthew Warshaw 121

5 GAMES AND SOCIETY

A Social Responsibility 126
The Cultural Lens 136
Interview: Henrik Fahraeus 140
Interview: Anna Marsh 142
Amor Mortis—Love of Death 144
The Recruitment Game 148
Games as Social Political Comment 150
Interview: Joseph DeLappe 151
WHO MAKES GAMES?

Team Insight 050
Interview: Dylan Beale 056
Interview: Will du Toit 062
Interview: John McCarten 064
Interview: David Bowman 068
Interview: Malsara Thorne 070
Legal Advice for Indie Developers 072
Interview: Karen Stanley 074

GAME TECH

Key Technologies 078
Interview: Ricardo Serrazina 087
Gaming Platforms 088
Game Engines 093
Interview: Chris Brunning 094

THE BUSINESS OF GAMES

Industry Statistics 157
Mobile and Web Takeover 159
Interview: Alex Williams 162
Propagating Addiction 171
Crowdfunding 174
Interview: Peter Molyneux 178
Branding, Franchises and Intellectual Property 182
An Extended Franchise 192
Interview: Arthur Parsons 194

Glossary 198
Useful links and Further Reading 200
Bibliography 202
Index 204
Acknowledgments 206