## MS7218- Critical Game Studies



A, H. (2010). Constituting the Player: Feminist Technoscience, Gender, and Digital Play. International Journal of Gender, Science, and Technology, 3(1).

Adrienne, Shaw. (n.d.-a). On Not Becoming Gamers: Moving Beyond the Constructed Audience. Ada: A Journal of Gender, New Media, and Technology. https://doi.org/10.7264/N33N21B3

Antonelli, P. (n.d.). MoMA's acquisition in their Applied Design department. http://www.moma.org/explore/inside\_out/2012/11/29/video-games-14-in-the-collection-for-starters

Ashley, S., & Eliott, R. (2009). PR and the game media: How PR shapes what you think about games.

http://www.gamasutra.com/view/feature/129966/pr and the game media how pr .php

Barad, K. (1999). Agential Realism: Feminist Interventions in Understanding Scientific Practices. In The science studies reader (pp. 1–11). Routledge.

Beavis, C., & Charles, C. (2007). Would the 'real' girl gamer please stand up? Gender, LAN cafés and the reformulation of the 'girl' gamer. Gender and Education, 19(6), 691–705. https://doi.org/10.1080/09540250701650615

Berger, P. L., & Luckmann, T. (1991). The social construction of reality: a treatise in the sociology of knowledge. Penguin.

Bogost, I. (n.d.-a). Videogames are a mess.

Bogost, I. (n.d.-b). What is object-oriented ontology?

Bogost, I. (2006). Comparative Video Game Criticism. Games and Culture, 1(1), 41–46. https://doi.org/10.1177/1555412005281775

Bogost, I. (2009). Persuasive Games: The Expressive Power of Videogames. MIT Press Ltd. http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10190451 Consalvo, M. (2007). Cheating: gaining advantage in videogames. MIT Press. http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10190450 De Paoli, S., & Kerr, A. (2010). The assemblage of cheating: How to study cheating as imbroglio in MMORPGS. The Fibreculture Journal, 16.

Der Derian, J. (2009). Virtuous war: mapping the military-industrial-media-entertainment network (2nd ed). Routledge.

Dovey, J., & Kennedy, H. (2006). Bodies and Machines: Cyborg Subjectivity and Gameplay. In Game Cultures: Computer Games as New Media. Open University Press.

http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10161363 Ebert, R. (2010). Video games can never be art.

http://www.rogerebert.com/rogers-journal/video-games-can-never-be-art

Espen, Aarseth. (n.d.-b). Computer Game Studies, Year One, Game Studies 0101. http://www.gamestudies.org/0101/editorial.html

Ethically notable videogames: Moral dilemmas and gameplay. (2009). http://www.digra.org/wp-content/uploads/digital-library/09287.13336.pdf

Felan, Parker. (n.d.-c). An Art World for Artgames- Loading- 7(11). http://journals.sfu.ca/loading/index.php/loading/article/view/119/160

Fields, D. A., & Kafai, Y. B. (2007). Stealing from Grandma or generating cultural knowledge? Contestations and effects of cheats in a tween virtual world. http://homes.lmc.gatech.edu/~cpearce3/DiGRA07/Proceedings/026.pdf

Fisher, S., & Harvey, A. (2013). Intervention for Inclusivity: Gender Politics and Indie Game Development. Loading..., 7(11).

http://journals.sfu.ca/loading/index.php/loading/article/view/118/150

Galloway, A. R. (2006). Gaming: Essays On Algorithmic Culture: Vol. Electronic Mediations [Electronic resource]. University of Minnesota Press.

http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package\_service\_id=5663028820002746&institutionId=2746&customerId=2745

Gray, K. L. (2012). INTERSECTING OPPRESSIONS AND ONLINE COMMUNITIES. Information, Communication & Society, 15(3), 411–428.

https://doi.org/10.1080/1369118X.2011.642401

Harvey, A. (2014). Twine's Revolution: Democratization, Depoliticization, and the Queering of Game Design. GAME: The Italian Journal of Game Studies, 3. http://www.gamejournal.it/3 harvey/#.U9D1QbGTG80

Harvey, A., & Fisher, S. (2013). MAKING A NAME IN GAMES. Information, Communication & Society, 16(3), 362–380. https://doi.org/10.1080/1369118X.2012.756048

Heather, Chaplin, E., Zimmerman. (n.d.). Manifesto: The 21st Century Will Be Defined By Games.

http://kotaku.com/manifesto-the-21st-century-will-be-defined-by-games-1275355204

Henricks, T. S. (2006). Max Weber and the Rationalization of Play. In Play reconsidered: sociological perspectives on human expression. University of Illinois Press.

Henricks, T. S. (2015). Play and the Human Condition. University of Illinois Press.

Higgin, T. (2008). Blackless Fantasy: The Disappearance of Race in Massively Multiplayer Online Role-Playing Games. Games and Culture, 4(1), 3–26. https://doi.org/10.1177/1555412008325477

Jakobsson, M. (2011). The Achievement Machine: Understanding Xbox 360 Achievements in Gaming Practices. Game Studies, 11(1). http://gamestudies.org/1101/articles/jakobsson

Jenson, J., & de Castell, S. (2010). Gender, Simulation, and Gaming: Research Review and Redirections. Simulation & Gaming, 41(1), 51–71. https://doi.org/10.1177/1046878109353473

Jessie Daniels, Nick LaLone. (n.d.-d). Racism in Video Gaming: Connecting Extremist and Mainstream Expressions of White Supremacy.

http://www.nicklalone.com/?works=racism-in-video-gaming-connecting-extremist-and-mainstream-expressions-of-white-supremacy

Joerges, B. (1999). Do Politics Have Artefacts? Social Studies of Science, 29(3), 411-431. https://doi.org/10.1177/030631299029003004

Johnson, J. (1988). Mixing Humans and Nonhumans Together: The Sociology of a Door-Closer. Social Problems, 35(3), 298–310. https://doi.org/10.2307/800624

Joseph, D. (2013). The Toronto Indies: Some Assemblage Required. Loading..., 7(11).

Kennedy, H., & Giddens, S. (2008). Little Jesuses & fuck-off robots: Aesthetics, cybernetics, and not being very good at Lego Star Wars. In M. Swalwell & J. Wilson (Eds), The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics. McFarland. http://ezproxy.lib.le.ac.uk/login?url=http://lib.myilibrary.com?id=561236

Kerr, A. (2006). The Business and Culture of Digital Games: Gamework and Gameplay [Electronic resource]. SAGE Publications.

http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&pack age service id=5662803990002746&institutionId=2746&customerId=2745

Kirkpatrick, G. (2009). Controller, Hand, Screen: Aesthetic Form in the Computer Game. Games and Culture, 4(2).

Kishonna, Gray. (2013). Collective Organizing, Individual Resistance, or Asshole Griefers? An Ethnographic Analysis of Women of Color In Xbox Live. Ada: Journal of Gender, New Media, and Technology Issue 2. https://doi.org/10.7264/N3KK98PS

Latour, B. (2003). The Promises of Constructivism. In Chasing technoscience: matrix for materiality: Vol. Indiana series in the philosophy of technology. Indiana University Press.

Leigh Star, S. (1991). Power, technology and the phenomenology of conventions: on being allergic to onions. In John Law (Ed.), A Sociology of Monsters: Essays on power, technology and domination. Routledge.

Lisa, Nakamura. (2012). Queer Female of Color: The Highest Difficulty Setting There Is? Gaming Rhetoric as Gender Capital. Ada: A Journal of Gender, New Media, and Technology. https://doi.org/10.7264/N37P8W9V

Malaby, T. M. (2007). Beyond Play: A New Approach to Games. Games and Culture, 2(2), 95–113. https://doi.org/10.1177/1555412007299434

Mäyrä, F. (2008). An introduction to game studies: games in culture. SAGE.

McKenzie, Wark. (n.d.-e). A Ludic Century? | Public Seminar. http://www.publicseminar.org/2013/11/a-ludic-century/#.U\_eZvWOTG8q

Mellissinos, C. (n.d.). The Art of Video Games. http://www.americanart.si.edu/exhibitions/archive/2012/games/

Mia, Consalvo. (n.d.-f). Confronting Toxic Gamer Culture: A Challenge for Feminist Game Studies Scholars. Ada: Journal of Gender, New Media, and Technology. https://doi.org/10.7264/N33X84KH

Miller, K. (2015). Gaming the system: Gender performance in Dance Central. New Media & Society, 17(6).

Montfort, N., & Consalvo, M. (2012). The Dreamcast, Console of the Avant-Garde. Loading..., 6(9).

Mosca, I. (2012). +10: Gamification and DeGamification. Game: The Italian Journal of Game Studies.

http://www.gamejournal.it/plus10 gamification-and-degamification/#.UQwbRfLheSp

Nakamura, L. (2009). Don't Hate the Player, Hate the Game: The Racialization of Labor in World of Warcraft. Critical Studies in Media Communication, 26(2), 128–144. https://doi.org/10.1080/15295030902860252

Nieborg, D. B., & Sihovhnen, T. (2009). The new gatekeepers: The occupational ideology of game journalism. http://www.digra.org/wp-content/uploads/digital-library/09287.29284.pdf

Parker, F. (n.d.). Canon, Prestige, and the 'Triple-A Art Game. https://www.academia.edu/4530216/Canon Prestige and the Triple-A Art Game

Pedercini, P. (2012). Toward Independence. http://www.molleindustria.org/blog/toward-independence-indiecade-2012-microtalk/

Pinch, T. J., & Bijker, W. E. (1984). The Social Construction of Facts and Artefacts: or How the Sociology of Science and the Sociology of Technology might Benefit Each Other. Social Studies of Science, 14(3), 399–441. https://doi.org/10.1177/030631284014003004

Playing a good game: A philosophical approach to understanding the morality of games. (2009).

http://www.ren-reynolds.com/downloads/Playing%20a%20Good%20Game%20-%20A%20Philosophical%20Approach%20to%20Understanding%20the%20Morality%20of%20Games.pdf

Porpentine. (n.d.-g). Creation Under Capitalism and the Twine Revolution. http://nightmaremode.net/2012/11/creation-under-capitalism-23422/

Provenzo, E. F. (1991). Play and the cultural content of games. In Video kids: making sense of Nintendo. Harvard University Press.

Royse, P., Lee, J., Undrahbuyan, B., Hopson, M., & Consalvo, M. (2007). Women and games: technologies of the gendered self. New Media & Society, 9(4), 555–576. https://doi.org/10.1177/1461444807080322

Rutter, J., & Bryce, J. (2006). Understanding Digital Games [Electronic resource]. SAGE Publications.

http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&pack age service id=5663029600002746&institutionId=2746&customerId=2745

Salter, A., & Blodgett, B. (2012). Hypermasculinity & Dickwolves: The Contentious Role of Women in the New Gaming Public. Journal of Broadcasting & Electronic Media, 56(3), 401–416. https://doi.org/10.1080/08838151.2012.705199

Saugata, Bhaduri. (n.d.-h). Gaming [draft] [#digitalkeywords] // Culture Digitally. http://culturedigitally.org/2014/06/gaming-draft-digitalkeywords/

Schrier, K., & Gibson, D. (2011). Designing games for ethics: models, techniques and frameworks. Information Science Reference. http://ezproxy.lib.le.ac.uk/login?url=http://lib.myilibrary.com?id=309390

Sharp, J. (2012). A curiously short history of game art. Proceedings of the International Conference on the Foundations of Digital Games. https://doi.org/10.1145/2282338.2282348

Shaw, A. (2009). Putting the Gay in Games: Cultural Production and GLBT Content in Video Games. Games and Culture, 4(3), 228–253. https://doi.org/10.1177/1555412009339729

Shaw, A. (2010). What Is Video Game Culture? Cultural Studies and Game Studies. Games and Culture, 5(4), 403–424. https://doi.org/10.1177/1555412009360414

Sicart, M. (2009). The Ethics of Computer Games. In The ethics of computer games. MIT Press

http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package service id=5665881830002746&institutionId=2746&customerId=2745

Silverman, M., & Simon, B. (2009). Discipline and Dragon Kill Points in the Online Power Game. Games and Culture, 4(4), 353–378. https://doi.org/10.1177/1555412009343572

Simon, B. (2006). Beyond Cyberspatial Flaneurie: On the Analytic Potential of Living With Digital Games. Games and Culture, 1(1), 62–67. https://doi.org/10.1177/1555412005281789

Simon, B. (2007). Geek Chic: Machine Aesthetics, Digital Gaming, and the Cultural Politics of the Case Mod. Games and Culture, 2(3).

Smith, J. H., Egenfeldt-Nielsen, S., Tosca, S. P., & Egenfeldt-Nielsen, S. (2013). Understanding video games: the essential introduction (2nd ed). Routledge. http://ezproxy.lib.le.ac.uk/login?url=http://www.myilibrary.com?id=485287

Steinkuehler, C. (2006). The Mangle of Play. Games and Culture, 1(3), 199-213. https://doi.org/10.1177/1555412006290440 Steinkuehler, C. A. (2006). Why Game (Culture) Studies Now? Games and Culture, 1(1), 97–102. https://doi.org/10.1177/1555412005281911

Suzanne, de Castell, J., Jenson. (2010). Tipping Points: Marginality, Misogyny and Videogames | Jenson | Journal of Curriculum Theorizing. http://journal.jctonline.org/index.php/jct/article/view/474/pdf

Takashi, D. (2004). Ethics of game design. http://www.gamasutra.com/view/feature/2181/ethics of game design.php?print=1

Tavinor, G. (2007). Towards an ethics of video gaming. Future Play '07: Proceedings of the 2007 Conference on Future Play. https://doi.org/10.1145/1328202.1328204

Taylor, N., Jenson, J., & de Castell, S. (2009). Cheerleaders/booth babes/ Halo hoes: pro-gaming, gender and jobs for the boys. Digital Creativity, 20(4), 239–252. https://doi.org/10.1080/14626260903290323

Taylor, N. T. (2011). Play Globally, Act Locally: The Standardization of Pro Halo 3 Gaming. International Journal of Gender, Science, and Technology, 3(1).

Taylor, T. L. (2009). The Assemblage of Play. Games and Culture, 4(4), 331–339. https://doi.org/10.1177/1555412009343576

Tracy, Fullerton, J., Fron, & Celia, Pearce, J. F., Morie. (n.d.). The Hegemony of Play | DiGRA 2007. http://www.digra.org/digital-library/publications/the-hegemony-of-play/

Wark, M. (2007). Gamer theory. Harvard University Press.

Westecott, E. (2013). Independent Game Development as Craft. Loading..., 7(11). http://journals.sfu.ca/loading/index.php/loading/article/view/124/153

Winner, L. (1986). Do Artifacts Have Politics? In The Whale and the Reactor: A Search for Limits in an Age of High Technology. University of Chicago Press. http://paulohm.com/classes/techpriv14/reading/monday/Winner.pdf

Winner, L. (1993). Upon Opening the Black Box and Finding It Empty: Social Constructivism and the Philosophy of Technology. Science, Technology & Human Values, 18(3), 362–378. https://doi.org/10.1177/016224399301800306

Wolf, M. J. P. (2006). Game Studies and Beyond. Games and Culture, 1(1), 116–118. https://doi.org/10.1177/1555412005281787