

MS7218- Critical Game Studies

View Online



A, Harvey. 'Constituting the Player: Feminist Technoscience, Gender, and Digital Play'. *International Journal of Gender, Science, and Technology* 3.1 (2010): n. pag. Print.

Adrienne, Shaw. 'On Not Becoming Gamers: Moving Beyond the Constructed Audience'. *Ada: A Journal of Gender, New Media, and Technology* n. pag. Web.
<<http://adanewmedia.org/2013/06/issue2-shaw/>>.

Antonelli, P. 'MoMA's Acquisition in Their Applied Design Department'. N.p., n.d. Web.
<http://www.moma.org/explore/inside_out/2012/11/29/video-games-14-in-the-collection-for-starters>.

Ashley, S, and R Elliott. 'PR and the Game Media: How PR Shapes What You Think about Games'. (2009): n. pag. Web.
<http://www.gamasutra.com/view/feature/129966/pr_and_the_game_media_how_pr_.php>.

Barad, Karen. 'Agential Realism: Feminist Interventions in Understanding Scientific Practices'. *The Science Studies Reader*. New York: Routledge, 1999. 1–11. Print.

Beavis, Catherine, and Claire Charles. 'Would the "Real" Girl Gamer Please Stand up? Gender, LAN Cafés and the Reformulation of the "Girl" Gamer'. *Gender and Education* 19.6 (2007): 691–705. Web.

Berger, Peter L, and Thomas Luckmann. *The Social Construction of Reality: A Treatise in the Sociology of Knowledge*. London: Penguin, 1991. Print.

Bogost, Ian. 'Comparative Video Game Criticism'. *Games and Culture* 1.1 (2006): 41–46. Web.

---. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, Mass.: MIT Press Ltd, 2009. Web.
<<http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10190451>>.

---. 'Videogames Are a Mess'. n. pag. Print.

---. 'What Is Object-Oriented Ontology?' n. pag. Print.

Consalvo, Mia. *Cheating: Gaining Advantage in Videogames*. Cambridge, Mass: MIT Press, 2007. Web.
<<http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10190450>>

>.

De Paoli, S, and A Kerr. 'The Assemblage of Cheating: How to Study Cheating as Imbroglia in MMORPGS'. *The Fibreculture Journal* 16 (2010): n. pag. Print.

Der Derian, James. *Virtuous War: Mapping the Military-Industrial-Media-Entertainment Network*. 2nd ed. New York: Routledge, 2009. Print.

Dovey, J, and H Kennedy. 'Bodies and Machines: Cyborg Subjectivity and Gameplay'. *Game Cultures: Computer Games as New Media*. London: Open University Press, 2006. Web.
<<http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10161363>>.

Ebert, Roger. 'Video Games Can Never Be Art'. N.p., 2010. Web.
<<http://www.rogerebert.com/rogers-journal/video-games-can-never-be-art>>.

Espen, Aarseth. 'Computer Game Studies, Year One, Game Studies 0101'. N.p., n.d. Web.
<<http://www.gamestudies.org/0101/editorial.html>>.

Ethically Notable Videogames: Moral Dilemmas and Gameplay. *Proceedings of the 2009 DiGRA International Conference*: N.p., 2009. Web.
<<http://www.digra.org/wp-content/uploads/digital-library/09287.13336.pdf>>.

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

Fields, D.A., and Y.B. Kafai. *Stealing from Grandma or Generating Cultural Knowledge? Contestations and Effects of Cheats in a Tween Virtual World*. *Proceedings of the 2007 DiGRA International Conference*: N.p., 2007. Web.
<<http://homes.lmc.gatech.edu/~cpearce3/DiGRA07/Proceedings/026.pdf>>.

Fisher, S, and A Harvey. 'Intervention for Inclusivity: Gender Politics and Indie Game Development'. *Loading...* 7.11 (2013): n. pag. Web.
<<http://journals.sfu.ca/loading/index.php/loading/article/view/118/150>>.

Galloway, Alexander R. *Gaming: Essays On Algorithmic Culture*. *Electronic Mediations*. Minneapolis: University of Minnesota Press, 2006. Web.
<http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5663028820002746&institutionId=2746&customerId=2745>.

Gray, Kishonna L. 'INTERSECTING OPPRESSIONS AND ONLINE COMMUNITIES'. *Information, Communication & Society* 15.3 (2012): 411-428. Web.

Harvey, A. 'Twine's Revolution: Democratization, Depoliticization, and the Queering of Game Design'. *GAME: The Italian Journal of Game Studies* 3 (2014): n. pag. Web.
<http://www.gamejournal.it/3_harvey/#.U9D1QbGTG8o>.

Harvey, Alison, and Stephanie Fisher. 'MAKING A NAME IN GAMES'. *Information, Communication & Society* 16.3 (2013): 362-380. Web.

Heather, Chaplin, Eric, Zimmerman. 'Manifesto: The 21st Century Will Be Defined By Games'. N.p., n.d. Web.

<<http://kotaku.com/manifesto-the-21st-century-will-be-defined-by-games-1275355204>>. Henricks, Thomas S. 'Max Weber and the Rationalization of Play'. *Play Reconsidered: Sociological Perspectives on Human Expression*. Urbana, IL: University of Illinois Press, 2006. Print.

Henricks, Thomas S. *Play and the Human Condition*. Baltimore: University of Illinois Press, 2015. Print.

Higgin, T. 'Blackless Fantasy: The Disappearance of Race in Massively Multiplayer Online Role-Playing Games'. *Games and Culture* 4.1 (2008): 3-26. Web.

Jakobsson, M. 'The Achievement Machine: Understanding Xbox 360 Achievements in Gaming Practices'. *Game Studies* 11.1 (2011): n. pag. Web.
<<http://gamestudies.org/1101/articles/jakobsson>>.

Jenson, J., and S. de Castell. 'Gender, Simulation, and Gaming: Research Review and Redirections'. *Simulation & Gaming* 41.1 (2010): 51-71. Web.

Jessie Daniels, Nick LaLone. 'Racism in Video Gaming: Connecting Extremist and Mainstream Expressions of White Supremacy'. N.p., n.d. Web.
<<http://www.nicklalone.com/?works=racism-in-video-gaming-connecting-extremist-and-mainstream-expressions-of-white-supremacy>>.

Joerges, B. 'Do Politics Have Artefacts?' *Social Studies of Science* 29.3 (1999): 411-431. Web.

Johnson, Jim. 'Mixing Humans and Nonhumans Together: The Sociology of a Door-Closer'. *Social Problems* 35.3 (1988): 298-310. Web.

Joseph, D. 'The Toronto Indies: Some Assemblage Required'. *Loading...* 7.11 (2013): n. pag. Print.

Kennedy, H, and S Giddens. 'Little Jesuses & Fuck-off Robots: Aesthetics, Cybernetics, and Not Being Very Good at Lego Star Wars'. *The Pleasures of Computer Gaming: Essays on Cultural History, Theory and Aesthetics*. Ed. M Swalwell and J Wilson. Jefferson, NC: McFarland, 2008. Web.
<<http://ezproxy.lib.le.ac.uk/login?url=http://lib.myilibrary.com?id=561236>>.

Kerr, Aphra. *The Business and Culture of Digital Games: Gamework and Gameplay*. London: SAGE Publications, 2006. Web.
<http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5662803990002746&institutionId=2746&customerId=2745>.

Kirkpatrick, G. 'Controller, Hand, Screen: Aesthetic Form in the Computer Game'. *Games and Culture* 4.2 (2009): n. pag. Print.

Kishonna, Gray. 'Collective Organizing, Individual Resistance, or Asshole Grievers? An Ethnographic Analysis of Women of Color In Xbox Live'. *Ada: Journal of Gender, New Media, and Technology* issue 2. (2013): n. pag. Web.
<<http://adanewmedia.org/2013/06/issue2-gray/>>.

Latour, Bruno. 'The Promises of Constructivism'. *Chasing Technoscience: Matrix for*

Materiality. Indiana series in the philosophy of technology. Bloomington, IN: Indiana University Press, 2003. Print.

Leigh Star, Susan. 'Power, Technology and the Phenomenology of Conventions: On Being Allergic to Onions'. *A Sociology of Monsters: Essays on Power, Technology and Domination*. Ed. John Law. London and New York: Routledge, 1991. Print.

Lisa, Nakamura. 'Queer Female of Color: The Highest Difficulty Setting There Is? Gaming Rhetoric as Gender Capital'. *Ada: A Journal of Gender, New Media, and Technology* (2012): n. pag. Web. <<http://adanewmedia.org/2012/11/issue1-nakamura/>>.

Malaby, T. M. 'Beyond Play: A New Approach to Games'. *Games and Culture* 2.2 (2007): 95-113. Web.

Mäyrä, Frans. *An Introduction to Game Studies: Games in Culture*. Los Angeles: SAGE, 2008. Print.

McKenzie, Wark. 'A Ludic Century? | Public Seminar'. N.p., n.d. Web. <http://www.publicseminar.org/2013/11/a-ludic-century/#.U_eZvWOTG8q>.

Mellissinos, C. 'The Art of Video Games'. N.p., n.d. Web. <<http://www.americanart.si.edu/exhibitions/archive/2012/games/>>.

Mia, Consalvo. 'Confronting Toxic Gamer Culture: A Challenge for Feminist Game Studies Scholars'. *Ada: Journal of Gender, New Media, and Technology* n. pag. Web. <<http://adanewmedia.org/2012/11/issue1-consalvo/>>.

Miller, Kiri. 'Gaming the System: Gender Performance in Dance Central'. *New Media & Society* 17.6 (2015): n. pag. Print.

Montfort, N, and M Consalvo. 'The Dreamcast, Console of the Avant-Garde'. *Loading...* 6.9 (2012): n. pag. Print.

Mosca, I. '+10: Gamification and DeGamification'. *Game: The Italian Journal of Game Studies* (2012): n. pag. Web. <http://www.gamejournal.it/plus10_gamification-and-degamification/#.UQwbRfLheSp>.

Nakamura, Lisa. 'Don't Hate the Player, Hate the Game: The Racialization of Labor in World of Warcraft'. *Critical Studies in Media Communication* 26.2 (2009): 128-144. Web.

Nieborg, D.B., and T. Sihovhnen. *The New Gatekeepers: The Occupational Ideology of Game Journalism*. *Proceedings of the 2009 DiGRA International Conference*: N.p., 2009. Web. <<http://www.digra.org/wp-content/uploads/digital-library/09287.29284.pdf>>.

Parker, F. Canon, Prestige, and the 'Triple-A Art Game. *Proceedings of the Canadian Communication Association*: N.p. Web. <https://www.academia.edu/4530216/Canon_Prestige_and_the_Triple-A_Art_Game_>.

Pedercini, P. *Toward Independence*. *Indiecade*: N.p., 2012. Web. <<http://www.molleindustria.org/blog/toward-independence-indiecade-2012-microtalk/>>.

Pinch, T. J., and W. E. Bijker. '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 (1984): 399–441. Web.

'Playing a Good Game: A Philosophical Approach to Understanding the Morality of Games'. (2009): n. pag. Web.
<<http://www.ren-reynolds.com/downloads/Playing%20a%20Good%20Game%20-%20A%20Philosophical%20Approach%20to%20Understanding%20the%20Morality%20of%20Games.pdf>>.

Porpentine. 'Creation Under Capitalism and the Twine Revolution'. n. pag. Web.
<<http://nightmaremode.net/2012/11/creation-under-capitalism-23422/>>.

Provenzo, Eugene F. 'Play and the Cultural Content of Games'. *Video Kids: Making Sense of Nintendo*. Cambridge, Mass: Harvard University Press, 1991. Print.

Royse, P. et al. 'Women and Games: Technologies of the Gendered Self'. *New Media & Society* 9.4 (2007): 555–576. Web.

Rutter, Jason, and Jo Bryce. *Understanding Digital Games*. London: SAGE Publications, 2006. Web.
<http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5663029600002746&institutionId=2746&customerId=2745>.

Salter, Anastasia, and Bridget Blodgett. 'Hypermasculinity & Dickwolves: The Contentious Role of Women in the New Gaming Public'. *Journal of Broadcasting & Electronic Media* 56.3 (2012): 401–416. Web.

Saugata, Bhaduri. 'Gaming [Draft] [#digitalkeywords] // Culture Digitally'. N.p., n.d. Web.
<<http://culturedigitally.org/2014/06/gaming-draft-digitalkeywords/>>.

Schrier, Karen, and David Gibson. *Designing Games for Ethics: Models, Techniques and Frameworks*. Hershey, PA: Information Science Reference, 2011. Web.
<<http://ezproxy.lib.le.ac.uk/login?url=http://lib.myilibrary.com?id=309390>>.

Sharp, John. 'A Curiously Short History of Game Art'. *Proceedings of the International Conference on the Foundations of Digital Games* (2012): n. pag. Web.
<<http://dl.acm.org/citation.cfm?doid=2282338.2282348>>.

Shaw, A. 'Putting the Gay in Games: Cultural Production and GLBT Content in Video Games'. *Games and Culture* 4.3 (2009): 228–253. Web.

---. 'What Is Video Game Culture? Cultural Studies and Game Studies'. *Games and Culture* 5.4 (2010): 403–424. Web.

Sicart, M. 'The Ethics of Computer Games'. *The Ethics of Computer Games*. Cambridge, Mass: MIT Press, 2009. Web.
<http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5665881830002746&institutionId=2746&customerId=2745>.

Silverman, M., and B. Simon. 'Discipline and Dragon Kill Points in the Online Power Game'. *Games and Culture* 4.4 (2009): 353–378. Web.

Simon, B. 'Beyond Cyberspatial Flaneurie: On the Analytic Potential of Living With Digital Games'. *Games and Culture* 1.1 (2006): 62–67. Web.

Simon, B. 'Geek Chic: Machine Aesthetics, Digital Gaming, and the Cultural Politics of the Case Mod'. *Games and Culture* 2.3 (2007): n. pag. Print.

Smith, Jonas Heide et al. *Understanding Video Games: The Essential Introduction*. 2nd ed. London: Routledge, 2013. Web.

<<http://ezproxy.lib.le.ac.uk/login?url=http://www.myilibrary.com?id=485287>>.

Steinkuehler, C. 'The Mangle of Play'. *Games and Culture* 1.3 (2006): 199–213. Web.

Steinkuehler, C. A. 'Why Game (Culture) Studies Now?' *Games and Culture* 1.1 (2006): 97–102. Web.

Suzanne, de Castell, Jennifer, Jenson. 'Tipping Points: Marginality, Misogyny and Videogames | Jenson | *Journal of Curriculum Theorizing*'. (2010): n. pag. Web.

<<http://journal.jctonline.org/index.php/jct/article/view/474/pdf>>.

Takashi, D. 'Ethics of Game Design'. (2004): n. pag. Web.

<http://www.gamasutra.com/view/feature/2181/ethics_of_game_design.php?print=1>.

Tavinor, Grant. 'Towards an Ethics of Video Gaming'. *Future Play '07: Proceedings of the 2007 conference on Future Play* (2007): n. pag. Web.

<<http://portal.acm.org/citation.cfm?doid=1328202.1328204>>.

Taylor, Nicholas, Jen Jenson, and Suzanne de Castell. 'Cheerleaders/Booth Babes/ Halo Hoes: Pro-Gaming, Gender and Jobs for the Boys'. *Digital Creativity* 20.4 (2009): 239–252. Web.

Taylor, Nicholas T. 'Play Globally, Act Locally: The Standardization of Pro Halo 3 Gaming'. *International Journal of Gender, Science, and Technology* 3.1 (2011): n. pag. Print.

Taylor, T.L. 'The Assemblage of Play'. *Games and Culture* 4.4 (2009): 331–339. Web.

Tracy, Fullerton, Janine, Fron, and Jacquelyn Ford Celia, Pearce Morie. *The Hegemony of Play | DiGRA 2007*. N.p. Web.

<<http://www.digra.org/digital-library/publications/the-hegemony-of-play/>>.

Wark, McKenzie. *Gamer Theory*. Cambridge, Mass: Harvard University Press, 2007. Print.

Westecott, Emma. 'Independent Game Development as Craft'. *Loading...* 7.11 (2013): n. pag. Web. <<http://journals.sfu.ca/loading/index.php/loading/article/view/124/153>>.

Winner, L. 'Upon Opening the Black Box and Finding It Empty: Social Constructivism and the Philosophy of Technology'. *Science, Technology & Human Values* 18.3 (1993): 362–378. Web.

Winner, Langdon. *'Do Artifacts Have Politics?' The Whale and the Reactor: A Search for Limits in an Age of High Technology*. Chicago: University of Chicago Press, 1986. Web.

<<http://paulohm.com/classes/techpriv14/reading/monday/Winner.pdf>>.

Wolf, M. J. P. 'Game Studies and Beyond'. Games and Culture 1.1 (2006): 116–118. Web.