

MS7218- Critical Game Studies

[View Online](#)

-
1.
Galloway, A. R. Gaming: Essays On Algorithmic Culture. vol. Electronic Mediations (University of Minnesota Press, 2006).
 2.
Der Derian, J. Virtuous war: mapping the military-industrial-media-entertainment network. (Routledge, 2009).
 3.
Mäyrä, F. An introduction to game studies: games in culture. (SAGE, 2008).
 4.
Bogost, I. Persuasive Games: The Expressive Power of Videogames. (MIT Press Ltd, 2009).
 5.
Henricks, T. S. Play and the Human Condition. (University of Illinois Press, 2015).
 6.
Smith, J. H., Egenfeldt-Nielsen, S., Tosca, S. P. & Egenfeldt-Nielsen, S. Understanding video games: the essential introduction. (Routledge, 2013).

7.

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

8.

Rutter, J. & Bryce, J. Understanding Digital Games. (SAGE Publications, 2006).

9.

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

10.

Shaw, A. What Is Video Game Culture? Cultural Studies and Game Studies. Games and Culture **5**, 403–424 (2010).

11.

McKenzie, Wark. A Ludic Century? | Public Seminar.
http://www.publicseminar.org/2013/11/a-ludic-century/#.U_eZvWOTG8q.

12.

Heather, Chaplin, E., Zimmerman. Manifesto: The 21st Century Will Be Defined By Games.
<http://kotaku.com/manifesto-the-21st-century-will-be-defined-by-games-1275355204>.

13.

Espen, Aarseth. Computer Game Studies, Year One, Game Studies 0101.
<http://www.gamestudies.org/0101/editorial.html>.

14.

Saugata, Bhaduri. Gaming [draft] [#digitalkeywords] // Culture Digitally.
<http://culturedigitally.org/2014/06/gaming-draft-digitalkeywords/>.

15.

Bogost, I. Comparative Video Game Criticism. *Games and Culture* **1**, 41–46 (2006).

16.

Steinkuehler, C. A. Why Game (Culture) Studies Now? *Games and Culture* **1**, 97–102 (2006).

17.

Wolf, M. J. P. Game Studies and Beyond. *Games and Culture* **1**, 116–118 (2006).

18.

Joerges, B. Do Politics Have Artefacts? *Social Studies of Science* **29**, 411–431 (1999).

19.

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

20.

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

21.

Pinch, T. J. & Bijker, W. E. 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**, 399–441 (1984).

22.

Latour, B. The Promises of Constructivism. in *Chasing technoscience: matrix for materiality*

vol. Indiana series in the philosophy of technology (Indiana University Press, 2003).

23.

Winner, L. Upon Opening the Black Box and Finding It Empty: Social Constructivism and the Philosophy of Technology. *Science, Technology & Human Values* **18**, 362–378 (1993).

24.

Johnson, J. Mixing Humans and Nonhumans Together: The Sociology of a Door-Closer. *Social Problems* **35**, 298–310 (1988).

25.

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

26.

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

27.

Malaby, T. M. Beyond Play: A New Approach to Games. *Games and Culture* **2**, 95–113 (2007).

28.

Taylor, T. L. The Assemblage of Play. *Games and Culture* **4**, 331–339 (2009).

29.

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

30.

Simon, B. Beyond Cyberspatial Flaneurie: On the Analytic Potential of Living With Digital Games. *Games and Culture* **1**, 62–67 (2006).

31.

Steinkuehler, C. The Mangle of Play. *Games and Culture* **1**, 199–213 (2006).

32.

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

33.

Bogost, I. What is object-oriented ontology?

34.

Bogost, I. Videogames are a mess.

35.

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

36.

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

37.

Kennedy, H. & Giddens, S. Little Jesuses & fuck-off robots: Aesthetics, cybernetics, and not being very good at Lego Star Wars. in *The Pleasures of Computer Gaming: Essays on*

Cultural History, Theory and Aesthetics (eds. Swalwell, M. & Wilson, J.) (McFarland, 2008).

38.

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

39.

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

40.

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

41.

Tracy, Fullerton, J., Fron & Celia, Pearce, J. F., Morie. The Hegemony of Play | DiGRA 2007.

42.

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) doi:10.7264/N37P8W9V.

43.

Salter, A. & Blodgett, B. Hypermasculinity & Dickwolves: The Contentious Role of Women in the New Gaming Public. Journal of Broadcasting & Electronic Media **56**, 401–416 (2012).

44.

Shaw, A. Putting the Gay in Games: Cultural Production and GLBT Content in Video Games.

Games and Culture **4**, 228–253 (2009).

45.

Beavis, C. & Charles, C. Would the 'real' girl gamer please stand up? Gender, LAN cafés and the reformulation of the 'girl' gamer. Gender and Education **19**, 691–705 (2007).

46.

Mia, Consalvo. Confronting Toxic Gamer Culture: A Challenge for Feminist Game Studies Scholars. Ada: Journal of Gender, New Media, and Technology doi:10.7264/N33X84KH.

47.

Jessie Daniels, Nick LaLone. 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>.

48.

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

49.

Kishonna, Gray. 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. (2013) doi:10.7264/N3KK98PS.

50.

Higgin, T. Blackless Fantasy: The Disappearance of Race in Massively Multiplayer Online Role-Playing Games. Games and Culture **4**, 3–26 (2008).

51.

Jenson, J. & de Castell, S. Gender, Simulation, and Gaming: Research Review and

Redirections. Simulation & Gaming **41**, 51–71 (2010).

52.

Suzanne, de Castell, J., Jenson. Tipping Points: Marginality, Misogyny and Videogames | Jenson | Journal of Curriculum Theorizing. (2010).

53.

Nakamura, L. Don't Hate the Player, Hate the Game: The Racialization of Labor in World of Warcraft. Critical Studies in Media Communication **26**, 128–144 (2009).

54.

Royse, P., Lee, J., Undrahbuyan, B., Hopson, M. & Consalvo, M. Women and games: technologies of the gendered self. New Media & Society **9**, 555–576 (2007).

55.

Adrienne, Shaw. On Not Becoming Gamers: Moving Beyond the Constructed Audience. Ada: A Journal of Gender, New Media, and Technology doi:10.7264/N33N21B3.

56.

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

57.

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

58.

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

59.

Pedercini, P. Toward Independence. (2012).

60.

Porpentine. Creation Under Capitalism and the Twine Revolution.

61.

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

62.

Harvey, A. Twine's Revolution: Democratization, Depoliticization, and the Queering of Game Design. GAME: The Italian Journal of Game Studies (2014).

63.

Harvey, A. & Fisher, S. MAKING A NAME IN GAMES. Information, Communication & Society **16**, 362–380 (2013).

64.

Nieborg, D. B. & Sihovhnen, T. The new gatekeepers: The occupational ideology of game journalism. (2009).

65.

Westecott, E. Independent Game Development as Craft. Loading... **7**, (2013).

66.

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

67.

Parker, F. Canon, Prestige, and the 'Triple-A Art Game.

68.

Ebert, R. Video games can never be art.

<http://www.rogerebert.com/rogers-journal/video-games-can-never-be-art> (2010).

69.

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

70.

Mellissinos, C. The Art of Video Games.

<http://www.americanart.si.edu/exhibitions/archive/2012/games/>.

71.

Antonelli, P. 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.

72.

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

73.

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

74.

Henricks, T. S. Max Weber and the Rationalization of Play. in Play reconsidered:

sociological perspectives on human expression (University of Illinois Press, 2006).

75.

Jakobsson, M. The Achievement Machine: Understanding Xbox 360 Achievements in Gaming Practices. *Game Studies* **11**, (2011).

76.

Silverman, M. & Simon, B. Discipline and Dragon Kill Points in the Online Power Game. *Games and Culture* **4**, 353–378 (2009).

77.

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

78.

Consalvo, M. *Cheating: gaining advantage in videogames*. (MIT Press, 2007).

79.

De Paoli, S. & Kerr, A. The assemblage of cheating: How to study cheating as imbroglio in MMORPGS. *The Fibreculture Journal* (2010).

80.

Fields, D. A. & Kafai, Y. B. Stealing from Grandma or generating cultural knowledge? Contestations and effects of cheats in a tween virtual world. (2007).

81.

Schrier, K. & Gibson, D. *Designing games for ethics: models, techniques and frameworks*. (Information Science Reference, 2011).

82.

Takashi, D. Ethics of game design. (2004).

83.

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

84.

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

85.

Ethically notable videogames: Moral dilemmas and gameplay. (2009).