

MS7218- Critical Game Studies

[View Online](#)

1.

Galloway AR. Gaming: Essays On Algorithmic Culture [Internet]. Vol. Electronic Mediations. Minneapolis: University of Minnesota Press; 2006. Available from:
http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5663028820002746&institutionId=2746&customerId=2745

2.

Der Derian J. Virtuous war: mapping the military-industrial-media-entertainment network. 2nd ed. New York: Routledge; 2009.

3.

Mäyrä F. An introduction to game studies: games in culture. Los Angeles: SAGE; 2008.

4.

Bogost I. Persuasive Games: The Expressive Power of Videogames [Internet]. Cambridge, Mass.: MIT Press Ltd; 2009. Available from:
<http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10190451>

5.

Henricks TS. Play and the Human Condition. Baltimore: University of Illinois Press; 2015.

6.

Smith JH, Egenfeldt-Nielsen S, Tosca SP, Egenfeldt-Nielsen S. Understanding video games: the essential introduction [Internet]. 2nd ed. London: Routledge; 2013. Available from: <http://ezproxy.lib.le.ac.uk/login?url=http://www.mylibrary.com?id=485287>

7.

Kerr A. The Business and Culture of Digital Games: Gamework and Gameplay [Internet]. London: SAGE Publications; 2006. Available from: http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5662803990002746&institutionId=2746&customerId=2745

8.

Rutter J, Bryce J. Understanding Digital Games [Internet]. London: SAGE Publications; 2006. Available from: http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5663029600002746&institutionId=2746&customerId=2745

9.

Wark M. Gamer theory. Cambridge, Mass: Harvard University Press; 2007.

10.

Shaw A. What Is Video Game Culture? Cultural Studies and Game Studies. Games and Culture. 2010 Oct 1;5(4):403-24.

11.

McKenzie, Wark. A Ludic Century? | Public Seminar [Internet]. Available from: 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 [Internet]. Available from: <http://kotaku.com/manifesto-the-21st-century-will-be-defined-by-games-1275355204>

13.

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

14.

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

15.

Bogost I. Comparative Video Game Criticism. Games and Culture. 2006 Jan 1;1(1):41-6.

16.

Steinkuehler CA. Why Game (Culture) Studies Now? Games and Culture. 2006 Jan 1;1(1):97-102.

17.

Wolf MJP. Game Studies and Beyond. Games and Culture. 2006 Jan 1;1(1):116-8.

18.

Joerges B. Do Politics Have Artefacts? Social Studies of Science. 1999 Jun 1;29(3):411-31.

19.

Winner L. Do Artifacts Have Politics? In: The Whale and the Reactor: A Search for Limits in an Age of High Technology [Internet]. Chicago: University of Chicago Press; 1986. Available from: <http://paulohm.com/classes/techpriv14/reading/monday/Winner.pdf>

20.

Berger PL, Luckmann T. The social construction of reality: a treatise in the sociology of

knowledge. London: Penguin; 1991.

21.

Pinch TJ, Bijker WE. 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*. 1984 Aug 1;14(3):399-441.

22.

Latour B. The Promises of Constructivism. In: *Chasing technoscience: matrix for materiality*. Bloomington, IN: 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*. 1993 Jul 1;18(3):362-78.

24.

Johnson J. Mixing Humans and Nonhumans Together: The Sociology of a Door-Closer. *Social Problems*. 1988 Jun;35(3):298-310.

25.

Leigh Star S. Power, technology and the phenomenology of conventions: on being allergic to onions. In: John Law, editor. *A Sociology of Monsters: Essays on power, technology and domination*. London and New York: Routledge; 1991.

26.

Barad K. Agential Realism: Feminist Interventions in Understanding Scientific Practices. In: *The science studies reader*. New York: Routledge; 1999. p. 1-11.

27.

Malaby TM. *Beyond Play: A New Approach to Games*. Games and Culture. 2007 Apr

1;2(2):95–113.

28.

Taylor TL. The Assemblage of Play. *Games and Culture*. 2009 Oct 1;4(4):331–9.

29.

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

30.

Simon B. Beyond Cyberspatial Flaneurie: On the Analytic Potential of Living With Digital Games. *Games and Culture*. 2006 Jan 1;1(1):62–7.

31.

Steinkuehler C. The Mangle of Play. *Games and Culture*. 2006 Jul 1;1(3):199–213.

32.

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

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. 2009;4(2).

36.

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

37.

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

38.

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

39.

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

40.

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

41.

Tracy, Fullerton J Fron, Celia, Pearce JF Morie. The Hegemony of Play | DiGRA 2007 [Internet]. Available from:
<http://www.digra.org/digital-library/publications/the-hegemony-of-play/>

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* [Internet]. 2012; Available from: <http://adanewmedia.org/2012/11/issue1-nakamura/>

43.

Salter A, Blodgett B. Hypermasculinity & Dickwolves: The Contentious Role of Women in the New Gaming Public. *Journal of Broadcasting & Electronic Media*. 2012 Jul;56(3):401–16.

44.

Shaw A. Putting the Gay in Games: Cultural Production and GLBT Content in Video Games. *Games and Culture*. 2009 Jul 1;4(3):228–53.

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*. 2007 Nov;19(6):691–705.

46.

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

47.

Jessie Daniels, Nick LaLone. Racism in Video Gaming: Connecting Extremist and Mainstream Expressions of White Supremacy [Internet]. Available from: <http://www.nicklalone.com/?works=racism-in-video-gaming-connecting-extremist-and-mainstream-expressions-of-white-supremacy>

48.

Gray KL. INTERSECTING OPPRESSIONS AND ONLINE COMMUNITIES. *Information, Communication & Society*. 2012 Apr;15(3):411–28.

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 [Internet]. 2013; Available from: <http://adanewmedia.org/2013/06/issue2-gray/>

50.

Higgin T. Blackless Fantasy: The Disappearance of Race in Massively Multiplayer Online Role-Playing Games. Games and Culture. 2008 Dec 1;4(1):3-26.

51.

Jenson J, de Castell S. Gender, Simulation, and Gaming: Research Review and Redirections. Simulation & Gaming. 2010 Feb 1;41(1):51-71.

52.

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

53.

Nakamura L. Don't Hate the Player, Hate the Game: The Racialization of Labor in World of Warcraft. Critical Studies in Media Communication. 2009 Jun;26(2):128-44.

54.

Royse P, Lee J, Undrahbuyan B, Hopson M, Consalvo M. Women and games: technologies of the gendered self. New Media & Society. 2007 Aug 1;9(4):555-76.

55.

Adrienne, Shaw. On Not Becoming Gamers: Moving Beyond the Constructed Audience. Ada: A Journal of Gender, New Media, and Technology [Internet]. Available from: <http://adanewmedia.org/2013/06/issue2-shaw/>

56.

Taylor N, Jenson J, de Castell S. Cheerleaders/booth babes/ Halo hoes: pro-gaming, gender and jobs for the boys. *Digital Creativity*. 2009 Dec;20(4):239–52.

57.

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

58.

Fisher S, Harvey A. Intervention for Inclusivity: Gender Politics and Indie Game Development. *Loading*. [Internet]. 2013;7(11). Available from: <http://journals.sfu.ca/loading/index.php/loading/article/view/118/150>

59.

Pedercini P. Toward Independence [Internet]. *Indiecade*; 2012. Available from: <http://www.molleindustria.org/blog/toward-independence-indiecade-2012-microtalk/>

60.

Porpentine. Creation Under Capitalism and the Twine Revolution. Available from: <http://nightmaremode.net/2012/11/creation-under-capitalism-23422/>

61.

Ashley S, Elliott R. PR and the game media: How PR shapes what you think about games. 2009; Available from: http://www.gamasutra.com/view/feature/129966/pr_and_the_game_media_how_pr_.php

62.

Harvey A. Twine's Revolution: Democratization, Depoliticization, and the Queering of Game Design. *GAME: The Italian Journal of Game Studies* [Internet]. 2014;(3). Available from: http://www.gamejournal.it/3_harvey/#.U9D1QbGTG8o

63.

Harvey A, Fisher S. MAKING A NAME IN GAMES. *Information, Communication & Society*. 2013 Apr;16(3):362-80.

64.

Nieborg DB, Sihovhnen T. The new gatekeepers: The occupational ideology of game journalism [Internet]. *Proceedings of the 2009 DiGRA International Conference*; 2009. Available from: <http://www.digra.org/wp-content/uploads/digital-library/09287.29284.pdf>

65.

Westecott E. Independent Game Development as Craft. *Loading*. [Internet]. 2013;7(11). Available from: <http://journals.sfu.ca/loading/index.php/loading/article/view/124/153>

66.

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

67.

Parker F. Canon, Prestige, and the 'Triple-A Art Game [Internet]. *Proceedings of the Canadian Communication Association*; Available from: https://www.academia.edu/4530216/Canon_Prestige_and_the_Triple-A_Art_Game_

68.

Ebert R. Video games can never be art [Internet]. 2010. Available from: <http://www.rogerebert.com/rogers-journal/video-games-can-never-be-art>

69.

Sharp J. A curiously short history of game art. *Proceedings of the International Conference on the Foundations of Digital Games* [Internet]. 2012; Available from: <http://dl.acm.org/citation.cfm?doid=2282338.2282348>

70.

Mellissinos C. The Art of Video Games [Internet]. The Smithsonian Institution; Available from: <http://www.americanart.si.edu/exhibitions/archive/2012/games/>

71.

Antonelli P. MoMA's acquisition in their Applied Design department [Internet]. Museum of Modern Art; Available from: http://www.moma.org/explore/inside_out/2012/11/29/video-games-14-in-the-collection-for-starters

72.

Provenzo EF. Play and the cultural content of games. In: Video kids: making sense of Nintendo. Cambridge, Mass: Harvard University Press; 1991.

73.

Mosca I. +10: Gamification and DeGamification. Game: The Italian Journal of Game Studies [Internet]. 2012; Available from: http://www.gamejournal.it/plus10_gamification-and-degamification/#.UQwbRfLheSp

74.

Henricks TS. Max Weber and the Rationalization of Play. In: Play reconsidered: sociological perspectives on human expression. Urbana, IL: University of Illinois Press; 2006.

75.

Jakobsson M. The Achievement Machine: Understanding Xbox 360 Achievements in Gaming Practices. Game Studies [Internet]. 2011;11(1). Available from: <http://gamestudies.org/1101/articles/jakobsson>

76.

Silverman M, Simon B. Discipline and Dragon Kill Points in the Online Power Game. Games and Culture. 2009 Oct 1;4(4):353-78.

77.

Sicart M. The Ethics of Computer Games. In: The ethics of computer games [Internet]. Cambridge, Mass: MIT Press; 2009. Available from:
http://le.alma.exlibrisgroup.com/view/action/uresolver.do?operation=resolveService&package_service_id=5665881830002746&institutionId=2746&customerId=2745

78.

Consalvo M. Cheating: gaining advantage in videogames [Internet]. Cambridge, Mass: MIT Press; 2007. Available from:
<http://ezproxy.lib.le.ac.uk/login?url=http://site.ebrary.com/lib/leicester/Doc?id=10190450>

79.

De Paoli S, Kerr A. The assemblage of cheating: How to study cheating as imbroglio in MMORPGS. The Fibreculture Journal. 2010;(16).

80.

Fields DA, Kafai YB. Stealing from Grandma or generating cultural knowledge? Contestations and effects of cheats in a tween virtual world. [Internet]. Proceedings of the 2007 DiGRA International Conference; 2007. Available from:
<http://homes.lmc.gatech.edu/~cpearce3/DiGRA07/Proceedings/026.pdf>

81.

Schrier K, Gibson D. Designing games for ethics: models, techniques and frameworks [Internet]. Hershey, PA: Information Science Reference; 2011. Available from:
<http://ezproxy.lib.le.ac.uk/login?url=http://lib.myilibrary.com?id=309390>

82.

Takashi D. Ethics of game design. 2004; Available from:
http://www.gamasutra.com/view/feature/2181/ethics_of_game_design.php?print=1

83.

Tavinor G. Towards an ethics of video gaming. Future Play '07: Proceedings of the 2007

conference on Future Play [Internet]. 2007; Available from:
<http://portal.acm.org/citation.cfm?doid=1328202.1328204>

84.

Playing a good game: A philosophical approach to understanding the morality of games. 2009; Available from:
<http://www.ren-reynolds.com/downloads/Playing%20a%20Good%20Game%20-%20A%20Philosophical%20Approach%20to%20Understanding%20the%20Morality%20of%20Games.pdf>

85.

Ethically notable videogames: Moral dilemmas and gameplay [Internet]. Proceedings of the 2009 DiGRA International Conference; 2009. Available from:
<http://www.digra.org/wp-content/uploads/digital-library/09287.13336.pdf>