



Understanding Video Games: The Essential Introduction

By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca



Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca

Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming.

In the third edition of this textbook, students will:

- Learn the major theories and schools of thought used to study games, including ludology and narratology;
- Understand the commercial and organizational aspects of the game industry;
- Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming;
- Explore the aesthetics of game design, including rules, graphics, audio, and time;
- Analyze the narrative strategies and genre approaches used in video games;

- Consider the debate surrounding the effects of violent video games and the impact of "serious games."

Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, *Understanding Video Games* provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

 [Download Understanding Video Games: The Essential Introd...pdf](#)

 [Read Online Understanding Video Games: The Essential Introd...pdf](#)

Understanding Video Games: The Essential Introduction

By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca

Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca

Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming.

In the third edition of this textbook, students will:

- Learn the major theories and schools of thought used to study games, including ludology and narratology;
- Understand the commercial and organizational aspects of the game industry;
- Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming;
- Explore the aesthetics of game design, including rules, graphics, audio, and time;
- Analyze the narrative strategies and genre approaches used in video games;
- Consider the debate surrounding the effects of violent video games and the impact of "serious games."

Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, *Understanding Video Games* provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca Bibliography

- Sales Rank: #84804 in eBooks
- Published on: 2015-12-07
- Released on: 2015-12-07
- Format: Kindle eBook

 [Download Understanding Video Games: The Essential Introduct ...pdf](#)

 [Read Online Understanding Video Games: The Essential Introdu ...pdf](#)

Download and Read Free Online Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca

Editorial Review

Review

"A user-friendly, eminently readable account that has something to offer to both the neophyte and the specialist, *Understanding Video Games* is the text that is needed to secure a durable place to game studies in the academic curriculum." ?Marie-Laure Ryan, author of *Narrative as Virtual Reality: Immersion and Interactivity in Literature and Electronic Media*

"As the core text for my introductory games course, *Understanding Video Games* has remained an essential guide since its first edition. Ever attentive to the practicalities of classroom needs, this superb update presents its most complete and accessible overview of game studies yet." ?Soraya Murray, University of California, Santa Cruz

"*Understanding Video Games* is an admirably comprehensive treatment of the video game industry, history, culture, and theory. This new edition remains the best general textbook I've found for teaching video games in the college classroom." ?Alf Seegert, University of Utah

About the Author

Simon Egenfeldt-Nielsen is CEO of the award-winning company Serious Games Interactive and has worked as an assistant professor at the Center for Computer Games Research at the IT University of Copenhagen.

Jonas Heide Smith is head of digital communication at SMK. He has previously taught computer-mediated communication at the University of Copenhagen, the Copenhagen Business School, the IT University of Copenhagen, and Roskilde University.

Susana Pajares Tosca is an associate professor at the IT University of Copenhagen and is a founding editor of the journal *Game Studies*.

Users Review

From reader reviews:

Jack Crawford:

Do you have favorite book? When you have, what is your favorite's book? Publication is very important thing for us to be aware of everything in the world. Each book has different aim or goal; it means that e-book has different type. Some people feel enjoy to spend their the perfect time to read a book. They may be reading whatever they consider because their hobby is definitely reading a book. Consider the person who don't like reading a book? Sometime, person feel need book whenever they found difficult problem or

perhaps exercise. Well, probably you will require this Understanding Video Games: The Essential Introduction.

Eliseo Watkins:

Book will be written, printed, or outlined for everything. You can recognize everything you want by a e-book. Book has a different type. As we know that book is important thing to bring us around the world. Beside that you can your reading ability was fluently. A reserve Understanding Video Games: The Essential Introduction will make you to possibly be smarter. You can feel considerably more confidence if you can know about almost everything. But some of you think that will open or reading a new book make you bored. It's not make you fun. Why they could be thought like that? Have you looking for best book or suited book with you?

Andre Todd:

Reading a book being new life style in this calendar year; every people loves to read a book. When you go through a book you can get a large amount of benefit. When you read ebooks, you can improve your knowledge, because book has a lot of information onto it. The information that you will get depend on what sorts of book that you have read. If you would like get information about your analysis, you can read education books, but if you act like you want to entertain yourself read a fiction books, these kinds of us novel, comics, and also soon. The Understanding Video Games: The Essential Introduction provide you with a new experience in examining a book.

Amado Elam:

Many people spending their time frame by playing outside together with friends, fun activity together with family or just watching TV 24 hours a day. You can have new activity to shell out your whole day by reading through a book. Ugh, do you consider reading a book can definitely hard because you have to bring the book everywhere? It all right you can have the e-book, taking everywhere you want in your Cell phone. Like Understanding Video Games: The Essential Introduction which is having the e-book version. So , why not try out this book? Let's find.

Download and Read Online Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca #ETD3K0PF5AJ

Read Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca for online ebook

Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca books to read online.

Online Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca ebook PDF download

Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca Doc

Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca Mobipocket

Understanding Video Games: The Essential Introduction By Simon Egenfeldt-Nielsen, Jonas Heide Smith, Susana Pajares Tosca EPub