

# Contents

<i>List of contributors</i>	page vii
Introduction: videogame, player, text <b>Barry Atkins and Tanya Krzywinska</b>	1
1 Beyond <i>Ludus</i> : narrative, videogames and the split condition of digital textuality <b>Marie-Laure Ryan</b>	8
2 All too urban: to live and die in <i>SimCity</i> <b>Matteo Bittanti</b>	29
3 Play, modality and claims of realism in <i>Full Spectrum Warrior</i> <b>Geoff King</b>	52
4 Why am I in Vietnam? The history of a video game <b>Jon Dovey</b>	66
5 'It's not easy being green': real-time game performance in <i>Warcraft</i> <b>Henry Lowood</b>	83
6 Being a determined agent in (the) <i>World of Warcraft</i> : text/ play/identity <b>Tanya Krzywinska</b>	101
7 Female <i>Quake</i> players and the politics of identity <b>Helen W. Kennedy</b>	120
8 Of eye candy and id: the terrors and pleasures of <i>Doom 3</i> <b>Bob Rehak</b>	139
9 <i>Second Life</i> : the game of virtual life <b>Alison McMahan</b>	158

10	Playing to solve <i>Savoir-Faire</i> Nick Montfort	175
11	Without a goal: on open and expressive games Jesper Juul	191
12	Pleasure, spectacle and reward in Capcom's <i>Street Fighter</i> series David Surman	204
13	The trouble with <i>Civilization</i> Diane Carr	222
14	Killing time: time past, time present and time future in <i>Prince of Persia: The Sands of Time</i> Barry Atkins	237
	<i>Index</i>	254