

CONTENTS

Acknowledgments	ix	
Introduction	xi	
Part I: Computer Games		
1 Slots of Fun, Slots of Trouble: An Archaeology of Arcade Gaming	3	
Erkki Huhtamo		
2 The History of the Video Game	23	
Steven Malliet and Gust de Meyer		
3 Future of Games: Mobile Gaming	47	
Justin Hall		
Part II: Design		
4 Game Design and Meaningful Play	59	
Katie Salen and Eric Zimmerman		
5 Click Reading: Screenwriting and Screen-Reading Practices in Film and Multimedia Fictions	81	
Isabelle Raynauld		
6 Computer Games and Learning: Digital Game-Based Learning	97	
Marc Prensky		
Part III: Reception		
7 Cognitive Effects of Video Games	125	
Sandra L. Calvert		
8 Children's Social Behavior during Video Game Play	133	
Robyn M. Holmes and Anthony D. Pellegrini		
9 Psychological Effects of Video Games	145	
Barrie Gunter		
10 The Therapeutic Value of Video Games	161	
Mark Griffiths		
Part IV: Games as an Aesthetic Phenomenon		
11 Games, the New Lively Art	175	
Henry Jenkins		
Genres		
12 Genre and the Video Game	193	
Mark J. P. Wolf		
13 The Role of Artificial Intelligence in Computer Game Genres	205	
John E. Laird and Michael van Lent		
Storytelling		
14 Games Telling Stories?	219	
Jesper Juul		
15 Narrativity in Computer Games	227	
Britta Neitzel		
Part V: Games as a Cultural Phenomenon		
Identity		
16 The Game of Life: Narrative and Ludic Identity Formation in Computer Games	251	
Jos de Mul		
17 Computer Games as Evocative Objects: From Projective Screens to Relational Artifacts	267	
Sherry Turkle		
Representation of Identity: Gender, Ethnicity, and History		
18 Gaming with Grrls: Looking for Heroines in Computer Games	283	
Birgit Richard and Jutta Zarella		
19 Gendered Gaming in Gendered Space	301	
Jo Bryce and Jason Rutter		

20	Serious Play: Playing with Race in Contemporary Gaming Culture	311
	Anna Everett	
21	Simulation, History, and Computer Games	327
	William Uricchio	
Part VI: Games as a Social Phenomenon		
22	Violent Video Games	341
	Jeffrey Goldstein	
23	Does Video Game Addiction Exist?	359
	Mark Griffiths and Mark N. O. Davies	
	Participation	
24	Computer Games as Participatory Media Culture	373
	Joost Raessens	
25	I Am What I Play: Participation and Reality as Content	389
	Jan-Willem Huisman and Hanne Marckmann	
26	Game Reconstruction Workshop: Demolishing and Evolving PC Games and Gamer Culture	405
	Anne-Marie Schleiner	
27	Renaissance Now! The Gamers' Perspective	415
	Douglas Rushkoff	
	About the Contributors	423
	Games Index	429
	Name Index	435
	Subject Index	447