## Playing with Feelings

Video Games and Affect

Aubrey Anable



University of Minnesota Press Minneapolis London

## Contents

Introduction: Video Games as Structures of Feeling	vii
Feeling History	1
2. Touching Games	37
3. Rhythms of Work and Play	71
4. Games to Fail With	103
Conclusion: Affective Archives	131
Acknowledgments	135
Notes	137
Index	149