

Content

Introduction

Space - The Theoretical Frontier	7
--	---

I. Spaces

What Do They Represent?

Computer Games as Spatial Concepts <i>Stephan Günzel</i>	13
---	----

Playing with Sight

Construction of Perspective in Videogames <i>Stephan Schwingeler</i>	41
---	----

From Background to Protagonist

Spatial Concepts in 'Portal' and 'Echochrome' <i>Karla Theilhaber</i>	61
--	----

The Art of Being There

Artistic Practices of Presence in Narrative Media <i>Teun Dubbelman</i>	75
--	----

Space and Narrative in Computer Games

<i>Sebastian Domsch</i>	103
-------------------------------	-----

II. Places

Ludoforming

Changing Actual, Historical or Fictional Topographies into Ludic Topologies <i>Espen Aarseth</i>	127
---	-----

There's No Place Like Home	
Dwelling and Being at Home in Digital Games	
<i>Daniel Vella</i>	141
Videogame Wastelands as (Non-)Places and 'Any-Space-Whatever's'	
<i>Souvik Mukherjee</i>	167
The Game and 'The Stack'	
The Infrastructural Pleasures of 'Pokémon Go'	
<i>Bjarke Liboriussen</i>	185
No End of Worlds	
<i>Michael Nitsche</i>	201
III. Territories	
Itineraria Picta	
Itineraria Scripta	
<i>Mathias Fuchs</i>	215
Distance and Fear	
Defining the Play Space	
<i>Sebastian Möring</i>	231
The Rhetoric of Game Space	
Lotman's Spatial Semantics as a Method for Analysing Videogames	
<i>Niklas Schrape</i>	245
Morphology and Meaning in 'Castle Wolfenstein 3D'	
<i>Paul Martin</i>	271
Combinatorial Explorations	
A Brief History of Procedurally-Generated Space in Videogames	
<i>Mark J.P. Wolf</i>	295
Authors	311