Contents

Acknowledgments ix

Introduction 1

- 1 An Introduction to the Ideology of Flow 27
- 2 Flow, Alienation, and the Politics of Enjoyment 65
- 3 Streams of Consumption: Video Games and Televisual Flow 103
- 4 Flow, Play, and Critical Distance 139
- 5 Playfulness Untamed: Innovation, Play, and Flow in Independent Games 175

Conclusion: The Critical Futures of Flow 211

Notes 243 References 273 Index 305