



# Computer Games as a Sociocultural Phenomenon: Games Without Frontiers - War Without Tears

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Internationally renowned media and literature scholars, social scientists, game designers and artists explore the cultural potential of computer games in this rich anthology, which introduces the latest approaches in the central fields of game studies and provides an extensive survey of contemporary game culture.

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#### Review

'The book is an excellent option for everyone interested in cultural criticism and/or videogames to get an overview of the subject...the contributors have excellent insights into both the current literature, as well as the most important discussions related to their specific field of interest. ' - Kulturkapellet

#### About the Author

PETER BERGER is a software developer for Apple IAN BOGOST is Assistant Professor of Digital Media, Georgia Institute of Technology, USA JEFFREY P. CAIN is Associate Professor of English, Sacred Heart University, USA SVEN O. CAVALCANTI is at the Institute for Sociology and Social Psychology, Hanover University, Germany DEAN CHAN is Research Fellow, School of Communications and Contemporary Arts, Edith Cowan University, Australia JOOST VAN DREUNEN is at Columbia University, USA LYNDY DYSON is Senior Lecturer in Media and Cultural Studies, London College of Communication, University of the Arts, UK MAIA ENGELI is Assistant Professor, School of Interactive Arts and Technology, Simon Fraser University, Canada TILO HARTMANN is Research Assistant, Institute of Mass Communication and Media Research, University of Zurich, Switzerland CLAUDIA HERBST is Associate Professor, Department of Digital Art, Pratt Institute, USA HENRY JENKINS is the Deflorz Profesor of Humanities and the Co-Director of the Comparative Media Studies Program, MIT, USA CHRISTOPH KLIMMT is Research Assistant, Hanover University of Music and Drama, Germany DEAN LOCKWOOD is Senior Lecturer in Media Theory, University of Lincoln HENRY LOWOOD is Curator for History of Science and Technology Collections, Stanford University, USA MASSIMO MAIETTI is a researcher in the field of semiotics of interactive media NOWELL MARSHALL is at the University of California, Riverside, USA ANDREAS NOSPER is Project Manager for the media and marketing consulting agency Aserto in Hanover, Germany CINDY POREMBA is a digital media theorist working at Montreal's Concordia University, Canada DAPHNÉE RENTFROW is at Brown University, USA TONY RICHARDS teaches video and new media theory at University of Lincoln DORIS C. RUSCH is fellow at the Institute for Design and Assessment of Technology, Vienna University of Technology, Austria HANNAH SCHMID is a research executive at the market research company Synovate in Munich, Germany WILL SLOCOMBE is Lecturer in Twentieth-Century Literature, University of Wales, UK KURT SQUIRE is Assistant Professor of Educational Communications and Technology, University of Wisconsin-Madison, USA PETER VORDERER is Professor of Communication and Psychology, Annenberg School for Communication and Department of Psychology, University of Southern California, USA

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