



The Language of Gaming

By Astrid Ensslin

Download now

Read Online ➔

The Language of Gaming By Astrid Ensslin

This innovative text examines videogames and gaming from the point of view of discourse analysis. In particular, it studies two major aspects of videogame-related communication: the ways in which videogames and their makers convey meanings to their audiences, and the ways in which gamers, industry professionals, journalists and other stakeholders talk about games. In doing so, the book offers systematic analyses of games as artefacts and activities, and the discourses surrounding them.

Focal areas explored in this book include:

- aspects of videogame textuality and how games relate to other texts
- the formation of lexical terms and use of metaphor in the language of gaming
- gamer slang and 'buddylects'
- the construction of game worlds and their rules, of gamer identities and communities
- dominant discourse patterns among gamers and how they relate to the nature of gaming
- the multimodal language of games and gaming
- the ways in which ideologies of race, gender, media effects and language are constructed.

Informed by the very latest scholarship and illustrated with topical examples throughout, *The Language of Gaming* is ideal for students of applied linguistics, videogame studies and media studies who are seeking a wide-ranging introduction to the field.

↓ [Download The Language of Gaming ...pdf](#)

📄 [Read Online The Language of Gaming ...pdf](#)

The Language of Gaming

By Astrid Ensslin

The Language of Gaming By Astrid Ensslin

This innovative text examines videogames and gaming from the point of view of discourse analysis. In particular, it studies two major aspects of videogame-related communication: the ways in which videogames and their makers convey meanings to their audiences, and the ways in which gamers, industry professionals, journalists and other stakeholders talk about games. In doing so, the book offers systematic analyses of games as artefacts and activities, and the discourses surrounding them.

Focal areas explored in this book include:

- aspects of videogame textuality and how games relate to other texts
- the formation of lexical terms and use of metaphor in the language of gaming
- gamer slang and 'buddylects'
- the construction of game worlds and their rules, of gamer identities and communities
- dominant discourse patterns among gamers and how they relate to the nature of gaming
- the multimodal language of games and gaming
- the ways in which ideologies of race, gender, media effects and language are constructed.

Informed by the very latest scholarship and illustrated with topical examples throughout, *The Language of Gaming* is ideal for students of applied linguistics, videogame studies and media studies who are seeking a wide-ranging introduction to the field.

The Language of Gaming By Astrid Ensslin Bibliography

- Sales Rank: #1850743 in Books
- Brand: Brand: Palgrave Macmillan
- Published on: 2011-12-15
- Released on: 2011-12-15
- Original language: English
- Number of items: 1
- Dimensions: 9.65" h x .47" w x 6.19" l, .75 pounds
- Binding: Paperback
- 224 pages

 [Download The Language of Gaming ...pdf](#)

 [Read Online The Language of Gaming ...pdf](#)

Editorial Review

From the Back Cover

This innovative text examines videogames and gaming from the point of view of discourse analysis. In particular, it studies two major aspects of videogame-related communication: the ways in which videogames and their makers convey meanings to their audiences, and the ways in which gamers, industry professionals, journalists and other stakeholders talk about games. In doing so, the book offers systematic analyses of games as artefacts and activities, and the discourses surrounding them.

Focal areas explored in this book include:

- aspects of videogame textuality and how games relate to other texts
- the formation of lexical terms and use of metaphor in the language of gaming
- gamer slang and 'buddylects'
- the construction of game worlds and their rules, of gamer identities and communities
- dominant discourse patterns among gamers and how they relate to the nature of gaming
- the multimodal language of games and gaming
- the ways in which ideologies of race, gender, media effects and language are constructed.

Informed by the very latest scholarship and illustrated with topical examples throughout, *The Language of Gaming* is ideal for students of applied linguistics, videogame studies and media studies who are seeking a wide-ranging introduction to the field.

About the Author

ASTRID ENSSLIN Senior Lecturer in Digital Humanities at Bangor University, UK. She is the Principal Editor of *Journal of Gaming and Virtual Worlds*. Her publications include *Creating Second Lives: Community, Identity and Spatiality as Constructions of the Virtual* (2011), *Canonizing Hypertext: Explorations and Constructions* (2007) and *Language in the Media: Representations, Identities, Ideologies* (2007).

Users Review

From reader reviews:

Edward Payne:

Do you have favorite book? Should you have, what is your favorite's book? Book is very important thing for us to learn everything in the world. Each reserve has different aim or goal; it means that guide has different type. Some people really feel enjoy to spend their a chance to read a book. They are reading whatever they have because their hobby is definitely reading a book. Think about the person who don't like reading through a book? Sometime, person feel need book when they found difficult problem or perhaps exercise. Well, probably you'll have this The Language of Gaming.

Richard Riggins:

Here thing why this specific The Language of Gaming are different and dependable to be yours. First of all reading through a book is good but it really depends in the content from it which is the content is as scrumptious as food or not. The Language of Gaming giving you information deeper including different ways, you can find any e-book out there but there is no guide that similar with The Language of Gaming. It gives you thrill examining journey, its open up your current eyes about the thing which happened in the world which is perhaps can be happened around you. It is possible to bring everywhere like in park your car, café, or even in your way home by train. In case you are having difficulties in bringing the printed book maybe the form of The Language of Gaming in e-book can be your choice.

Michelle Wilson:

Beside this kind of The Language of Gaming in your phone, it might give you a way to get more close to the new knowledge or data. The information and the knowledge you may got here is fresh through the oven so don't always be worry if you feel like an older people live in narrow town. It is good thing to have The Language of Gaming because this book offers for your requirements readable information. Do you often have book but you seldom get what it's all about. Oh come on, that wil happen if you have this in your hand. The Enjoyable agreement here cannot be questionable, like treasuring beautiful island. Use you still want to miss this? Find this book and read it from today!

Michelle Favors:

That guide can make you to feel relax. This specific book The Language of Gaming was colourful and of course has pictures on there. As we know that book The Language of Gaming has many kinds or variety. Start from kids until teenagers. For example Naruto or Investigator Conan you can read and feel that you are the character on there. Therefore , not at all of book are make you bored, any it makes you feel happy, fun and rest. Try to choose the best book for you personally and try to like reading in which.

Download and Read Online The Language of Gaming By Astrid Ensslin #VU94DLIMPHO

Read The Language of Gaming By Astrid Ensslin for online ebook

The Language of Gaming By Astrid Ensslin Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read The Language of Gaming By Astrid Ensslin books to read online.

Online The Language of Gaming By Astrid Ensslin ebook PDF download

The Language of Gaming By Astrid Ensslin Doc

The Language of Gaming By Astrid Ensslin Mobipocket

The Language of Gaming By Astrid Ensslin EPub