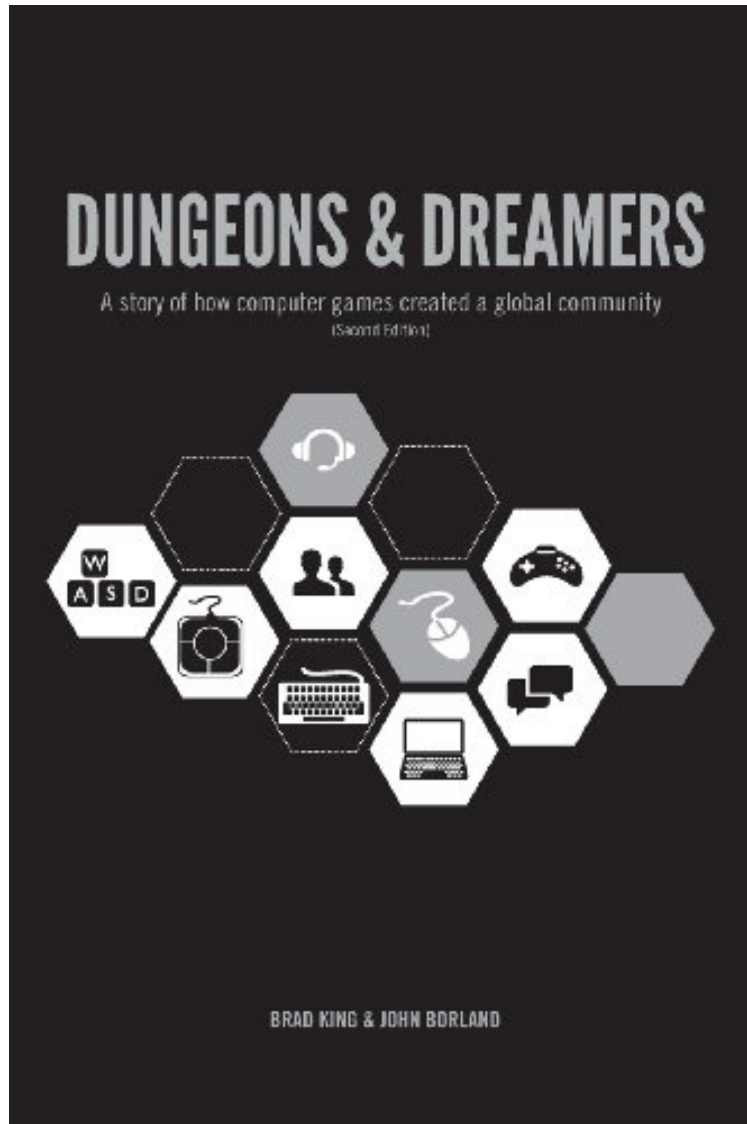


# Dungeons Dreamers: A Story of How Computer Games Created a Global Community

*Brad King, John Borland*

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#1072601 in Books King Brad 2014-03-15Original language:EnglishPDF # 1 9.02 x .58 x 5.981, .83 #File Name: 0991222725278 pagesDungeons Dreamers A Story of How Computer Games Created a Global Community | File size: 21.Mb

**Brad King, John Borland : Dungeons Dreamers: A Story of How Computer Games Created a Global Community** before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeons Dreamers: A Story of How Computer Games Created a Global Community:

10 of 10 people found the following review helpful. Updated and Expanded - With rare and interesting history and

insightsBy Richard A. GarriottThe record of the early days of the largest and still fastest growing media segment, remains relevant to those interested in understanding where it is now, and its potential for the future. I myself love to refer to Brad's unique record of these formative years and the massive growth and influence that followed. I think this story will remain interesting for generations of gamers, sociologists and those that wonder what is possible in the world. - Richard "Lord British" Garriott0 of 0 people found the following review helpful. A must read for anyone who loves gaming and enjoys learning about how games are made or who plays them.By CustomerDungeons and Dreamers is a rare book. Author Brad King has the ability to convey a story in such a way that the book is interesting to read even when the current topic isn't one I care about.The book talks at length about Richard Garriott and his single player RPG Ultima series, but also looks at table top gaming and ADD, early MUDs on main frames and early online services, then onto Id Software and the first person shooters they created, then more Id related topics with multiplayer gaming, and finally closes with a long look at MMOs.I'm a single player RPG kind of guy, so reading about how the Ultima trilogy of trilogy's came into being is interesting for me, but I'd recently read Masters of Doom by David Kushner, so I didn't think I needed to cover that ground again. Brad King brought new life to it, though, and when he moved onto the social aspects of multiplayer gaming, he kept it interesting.MMOs are definitely not my thing; I tried World of Warcraft very briefly and hated it, and I played some of The Elder Scrolls Online and thought it was only so-so, but again, Dungeons and Dreamers made the topic interesting. It covered multiple MMOs, from Ultima Online to Second Life, and included development stories, information on specific gamers, and delved into the social aspects of the genre.All in all Dungeons and Dreamers is an excellent book for anyone interested in gaming. It spans decades and provides an in-depth and interesting look at our culture, with an eye towards the social aspects of gaming. It's a must read, especially if you love gaming and enjoy learning about how games are made or who plays them.0 of 0 people found the following review helpful. A solid readBy J. ShipmanStarts out well and really focuses on Richard Garriott and his progression from DD through UO. Then goes into Carmack and Doom and then starts to feel all over the place. I would call it two book. 1/2 Richard Garriott biography, 1/2 after UO. Overall worth the read if you are into tabletop and video games or have fond memories of the Ultima series and UO.

Before the multibillion computer game industry, there was Dungeons Dragons, a tabletop game created by Gary Gygax and Dave Arneson in 1974. DD captured the attention of a small but influential group of players, many of whom also gravitated to the computer networks that were then appearing on college campuses around the globe. With the subsequent emergence of the personal computer, a generation of geeky storytellers arose that translated communal DD playing experiences into the virtual world of computer games. The result of that 40-year journey is today's massive global community of players who, through games, have forged very real friendships and built thriving lives in virtual worlds. Dungeons Dreamers follows the designers, developers, and players who built the virtual games and communities that define today's digital entertainment landscape and explores the nature of what it means to live and thrive in virtual communities.

From the Back Cover"Dungeons Dreamers tells the epic story of the rise of the games industry from its geeky roots to its mass market dominance. None of us who were there at the beginning had any expectations it would rise to overshadow all other communications media combined...but it has." --Richard Garriott de Cayeux, creator of the Ultima franchise"Most people think social gaming started with MySpace and Facebook. Dungeons Dreamers puts the lie to that myth. The community of gamers that led directly to the online social space we inhabit today got its start in the 70s, grew in the 80s and became a phenomenon in the 90s." --Warren Spector, creator of Deus Ex and the Program Director, Denius-Sams Gaming Academy at the University of Texas at Austin.You wouldn't expect the first chapter of a computer game history book to be about a pen and paper game, but once Dungeons Dreamers points out the connection between DD and , it's hard not to see everywhere. From Doom to Madden, from Ultima to The Elder Scrolls, Dungeons Dreamers connects all of them brilliantly with one game, and that game is Dungeons Dragons. -- Anthony Savini, director, Dungeons Dragons: A DocumentaryAbout the AuthorBrad King earned his master's from the University of California at Berkeley's Graduate School of Journalism in 2000. While there, he won the Wired magazine "Excellence in Technology Writing" award. After graduating, he worked for Wired and Wired.com. In 2004, he was the producer and senior editor for the MIT Technology Web operation. He's been an advisory board member for South by Southwest Interactive for more than a decade, and he's hosted its Accelerator program since 2009. King is currently an assistant professor of journalism at Ball State University in Muncie, Indiana, where he's also the director of the university's Digital Media minor. John Borland has been writing about technology and its effects on popular culture, politics, and communication since the mid-1990s. A graduate of Stanford University and the University of California at Berkeley's Graduate School of Journalism, he began his reporting career covering politics and elections for the California Journal in Sacramento. With more than a little geek in his blood, he migrated to the Internet early, working for CMP's TechWeb and then CNET News for nearly a decade. At CNET, he won a number of national and regional journalism awards, including the Society of Professional Journalists' Sigma Delta Chi award, the Society of American Business Editors and Writers' Best in Business award, and the Northern California SPJ's Excellence in

Journalism award. Since 2006, he has lived in Berlin, Germany, as a freelance writer.