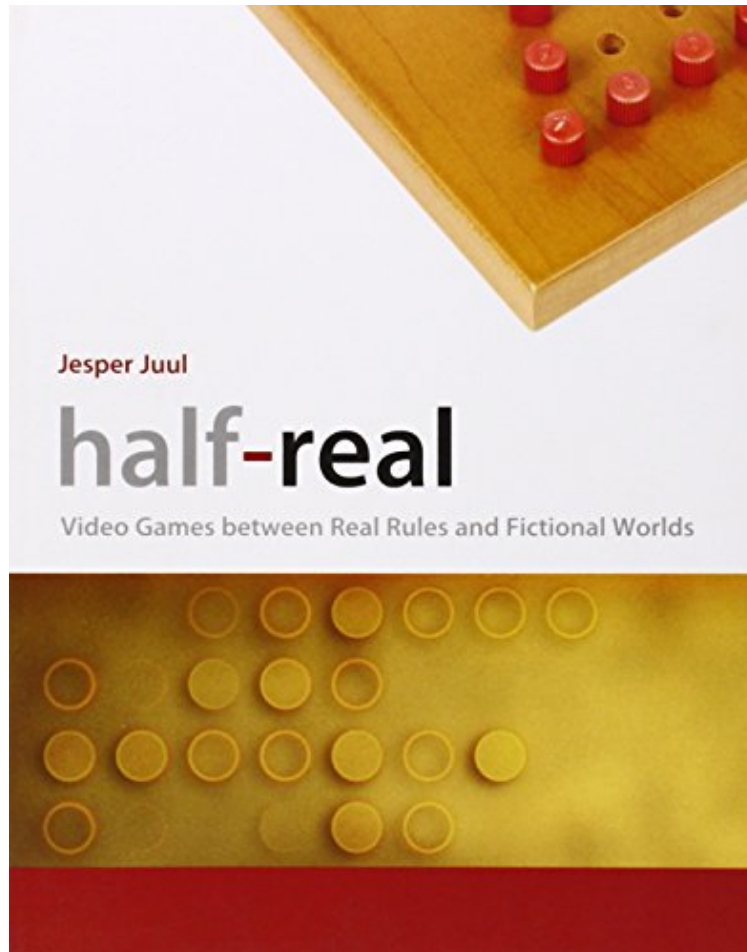


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Half-Real: Video Games between Real Rules and Fictional Worlds (MIT Press)

Jesper Juul

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Jesper Juul : Half-Real: Video Games between Real Rules and Fictional Worlds (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised Half-Real: Video Games between Real Rules and Fictional Worlds (MIT Press):

0 of 0 people found the following review helpful. and this book was recommended by my Theory of New Media professorBy CustomerI wanted to start digging into some theory, and this book was recommended by my Theory of New Media professor, whose research is focused on video games. I found it a great starting point! It's interesting, thoughtful, and approachable.1 of 1 people found the following review helpful. For beginners to game designBy Ryan BFantastic book for anyone who is curious about game design but has just started looking into it. Whether you would want to make games later on or just better understand them, this book explains things in a very effective way. Although I understood most of the book already, there were still a few bits I learned from it. Give it to someone who

needs to appreciate videogames more.0 of 0 people found the following review helpful. Good read about gamesBy CustomerThis is an interesting read for anyone who wants a perspective about games and gaming from someone who isn't a typical "fanboy" or "industry geek." Some of the insights were a bit typical for what you might expect, but there were a few nuggets that showed that Juul actually took some time to think about the genre and how rules both affect and are effected in games. I found it a bit light on scholarly sources, but since he is a professor, perhaps this book is more what he is teaching in his class than his own research. Not a bad read, if you can stomach some of prose.

Video games as both a departure from and a development of traditional games; an analysis of the interaction between rules and fiction in video games.A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. In this thought-provoking study, Jesper Juul examines the constantly evolving tension between rules and fiction in video games. Discussing games from Pong to The Legend of Zelda, from chess to Grand Theft Auto, he shows how video games are both a departure from and a development of traditional non-electronic games. The book combines perspectives from such fields as literary and film theory, computer science, psychology, economic game theory, and game studies, to outline a theory of what video games are, how they work with the player, how they have developed historically, and why they are fun to play. Locating video games in a history of games that goes back to Ancient Egypt, Juul argues that there is a basic affinity between games and computers. Just as the printing press and the cinema have promoted and enabled new kinds of storytelling, computers work as enablers of games, letting us play old games in new ways and allowing for new kinds of games that would not have been possible before computers. Juul presents a classic game model, which describes the traditional construction of games and points to possible future developments. He examines how rules provide challenges, learning, and enjoyment for players, and how a game cues the player into imagining its fictional world. Juul's lively style and eclectic deployment of sources will make Half-Real of interest to media, literature, and game scholars as well as to game professionals and gamers.

Jesper Juul gives us an insightful analysis of the interplay of rules and fiction. Unlike so much of the academic literature on gaming, it's both concise and readable. Strongly recommended. (Ernest W. Adams, freelance game designer) Half-Real tackles key issues in games, from rules and structure to aesthetics and fiction to the complexities of player experience. Juul puts these topics in the context of current intellectual debates, making the book not just a playful exploration of games themselves but a celebration of the emerging fields of game studies and game design theory. Half-Real is essential reading for scholars, designers, and everyone in between. (Eric Zimmerman, Cofounder CEO, gameLab)About the AuthorJesper Juul is Visiting Assistant Arts Professor at the New York University Game Center. He is the author of Half-Real: Video Games between Real Rules and Fictional Worlds (2005), published by the MIT Press.