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Ian Bogost

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#237663 in Books 2011-08-05Original language:EnglishPDF # 1 8.50 x .80 x 5.50l, .57 #File Name: 081667647X192 pages | File size: 58.Mb

Ian Bogost : How to Do Things with Videogames (Electronic Mediations) before purchasing it in order to gage whether or not it would be worth my time, and all praised How to Do Things with Videogames (Electronic Mediations):

15 of 15 people found the following review helpful. Media Studies for the WorldBy Christopher SchabergThis book's form makes it incredibly accessible and inviting: 20 short essays or occasions through which Ian Bogost invites his

readers to think (without any heavy imperative to 'think critically') about how videogames have become a "mature medium." Bogost describes myriad videogames along the way, and his scene and scenario descriptions are precise and nuanced, yet always concise such that even non-gamers will follow and find solid points of attachment and interest. (I haven't played a videogame seriously since 1992: Metroid II on Gameboy.) In other words, the book is not only an astute and scintillating argument; it is also educational in the most satisfying sense of the word. Speaking of education, I can definitely imagine teaching this book in an undergraduate digital humanities course, as it demonstrates this emergent field at its best: in grounded, lucid, and layered investigations. In short, "How To Do Things With Videogames" will be of great interest to all sorts of people: everyday gamers and game makers, certainly, but also to non-gamers as well as to scholars and students of contemporary culture--which is to say the book is media studies for the world. 0 of 0 people found the following review helpful. Good read! By Customer I'm not generally a fan of some of Bogost's other works, but this is honestly quite compelling. Simple, good analysis on games that fall into a variety of themes based on how they interact with the outside world. 4 of 5 people found the following review helpful. Still think videogames are children's toys? By Melanie Young Yee While this is not my favorite book about video games, this is one I finished reading, closed the book and said "finally, a book about games written by a person who actually KNOWS of games". This is not the kind of book I would recommend for gamers. Instead, this is the kind of book I would recommend for people who still think that video games are for children. It is well known that this is far from true since a long time ago, so it's refreshing to see that there are people who actually take games seriously. Bogost goes further than just questioning whether video games incite to violence. He actually did a lot of research and put a lot of effort in explaining why video games are more than "toys": they are another form of media. They have their own implications and meanings, their own form of art. In this book you can find not only references to relatively recent games, but also about well-known movies, advertisements and other kinds of media. Additionally, you can see how they relate to games, and why they are so important nowadays. If you are still skeptical regarding the subject "video games" as something more than "just another tech junk my nephew plays", you should definitely read this book.

In recent years, computer games have moved from the margins of popular culture to its center. Reviews of new games and profiles of game designers now regularly appear in the New York Times and the New Yorker, and sales figures for games are reported alongside those of books, music, and movies. They are increasingly used for purposes other than entertainment, yet debates about videogames still fork along one of two paths: accusations of debasement through violence and isolation or defensive paeans to their potential as serious cultural works. In *How to Do Things with Videogames*, Ian Bogost contends that such generalizations obscure the limitless possibilities offered by the medium's ability to create complex simulated realities. Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics. Examining these applications in a series of short, inviting, and provocative essays, he argues that together they make the medium broader, richer, and more relevant to a wider audience. Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. *How to Do Things with Videogames* offers a fresh starting point to more fully consider games progress today and promise for the future.

"What can you do with videogames? Play pranks, meditate on politics, achieve zen-like zone-outs, turn the act of travel back into adventure, and describe how to safely exit a plane among other things, as Ian Bogost explains in this superb, philosophical, and wide-ranging book on the expressive qualities of games." Clive Thompson, columnist for *Wired* and contributing writer for the *New York Times Magazine*