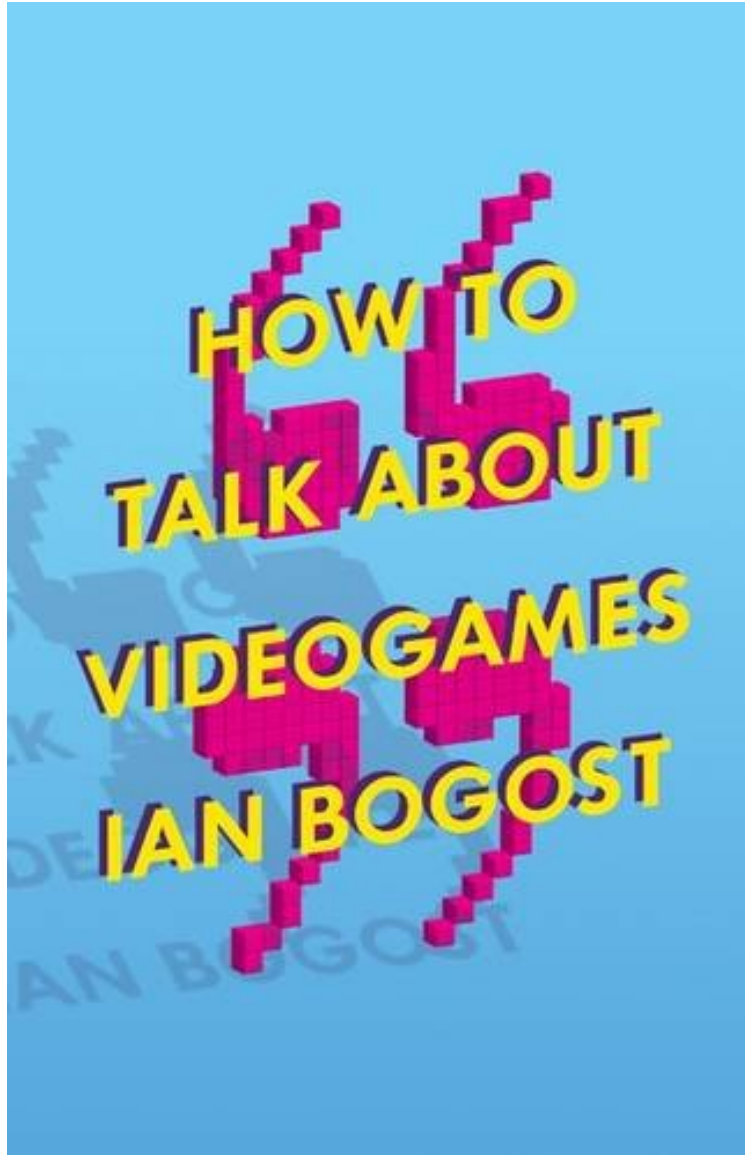


(Ebook free) How to Talk about Videogames (Electronic Mediations)

How to Talk about Videogames (Electronic Mediations)

Ian Bogost

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#385850 in Books Bogost Ian 2015-11-15 Original language: English PDF # 1 8.50 x .60 x 5.50l, .0 #File Name: 0816699127208 pages How to Talk about Videogames | File size: 66.Mb

Ian Bogost : How to Talk about Videogames (Electronic Mediations) before purchasing it in order to gauge whether or not it would be worth my time, and all praised How to Talk about Videogames (Electronic Mediations):

1 of 1 people found the following review helpful. but it works very nicely. It's a beautiful little paperback and the content ...By John Harney This is actually a collection of a lot of things Bogost has written online, but it works very nicely. It's a beautiful little paperback and the content itself (if you're not aware of Bogost's writing) is excellent. There

are a growing number of people writing about video games in a critical and intelligent way but Bogost is in a league of his own. Comfortably the best writer on video games around. 0 of 0 people found the following review helpful. Insightful examination with examples By Jonathan There are a lot of ways to do games criticism right and a lot of ways to do it wrong. While there are things that I disagree with Bogost on, his insight on how to talk about video games is clear and helpful for anyone wanting to get into the craft. 0 of 0 people found the following review helpful. Great essays on critically analyzing games By Customer This is a really cool book. Ian Bogost discussed some interesting ideas around video games, and how to think critically about games and what they are, literally, culturally, and often with an educational slant. Would recommend to anyone interested in the subject or topics

Videogames! Arent they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In *How to Talk about Videogames*, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like *Flappy Bird*, *Mirrors Edge*, *Mario Kart*, *Scribblenauts*, *Ms. Pac-Man*, *FarmVille*, *Candy Crush Saga*, *Bully*, *Medal of Honor*, *Madden NFL*, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We dont watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isnt. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the rivers and fields that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study.

"This is Ian Bogost at his best. Keen intelligence, acid wit, and a restless desire to look beyond the surface and tease out games less obvious, more important meanings." Frank Lantz, director, NYU Game Center "No one else is as wide-ranging, funny, or inspiringly immune to cant or groupthink as Ian Bogost. *How to Talk about Videogames* is his most accessible and entertaining book yet." Tom Bissell, author of *Extra Lives* and *Apostle* "Ian Bogost can take apart a games design and tell you exactly what makes it work and what it means to us personally and to our game-playing society. *How to Talk about Videogames* has deep insights into a range of current topics we are dealing with or experiencing today. Theres a lot here to learn." John Romero, veteran game creator