

(Free pdf) Sports Videogames

## Sports Videogames

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**From Routledge : Sports Videogames** before purchasing it in order to gage whether or not it would be worth my time, and all praised Sports Videogames:

From Pong to Madden NFL to Wii Fit, Sports Videogames argues for the multiple ways that sports videogamesalongside televised and physical sportsimpact one another, and how players and viewers make sense of

these multiple forms of play and information in their daily lives. Through case studies, ethnographic explorations, interviews and surveys, and by analyzing games, players, and the sports media industry, contributors from a wide variety of disciplines demonstrate the depth and complexity of games that were once considered simply sports simulations. Contributors also tackle key topics including the rise of online play and its implications for access to games, as well as how regulations surrounding player likenesses present challenges to the industry. Whether you're a scholar or a gamer, *Sports Videogames* offers a grounded, theory-building approach to how millions make sense of videogames today.

"*Sports Videogames* is a ground-breaking book that brings much needed attention to this rich domain. Drawing together a terrific diversity of approaches, this collection provides a fascinating exploration of what happens when our enduring sports culture meets digital gaming." T.L. Taylor, Associate Professor of Comparative Media Studies, MIT, author of *Raising the Stakes: E-Sports and the Professionalization of Computer Gaming* "This excellent collection of essays pulls together an impressive list of new and established writers, to provide an essential examination of the social and cultural significance of sports video games. I'm sure it will become required reading for many of us." Garry Crawford, Professor of Sociology, University of Salford, author of *Video Gamers* About the Author Mia Consalvo is the Canada Research Chair in Game Studies and Design at Concordia University. She is the author of *Cheating: Gaining Advantage in Videogames* and is co-editor of the *Handbook of Internet Studies*. Konstantin Mitgutsch is a researcher in the field of education science, game studies, learning theories and applied humanities. He works as a Postdoctoral Researcher at the MIT Game Lab at the Massachusetts Institute of Technology and is a Visiting Professor at the University of Vienna in Austria. Abe Stein is a researcher at the MIT Game Lab in the Program in Comparative Media Studies at MIT. His articles and chapters have appeared in *Eludamos*, *Well Played*, *Convergence: The International Journal of Research into New Media Technologies*, *Loading...* and *James Bond in World and Popular Culture*. He also writes a monthly sports games column for *Kill Screen* magazine.