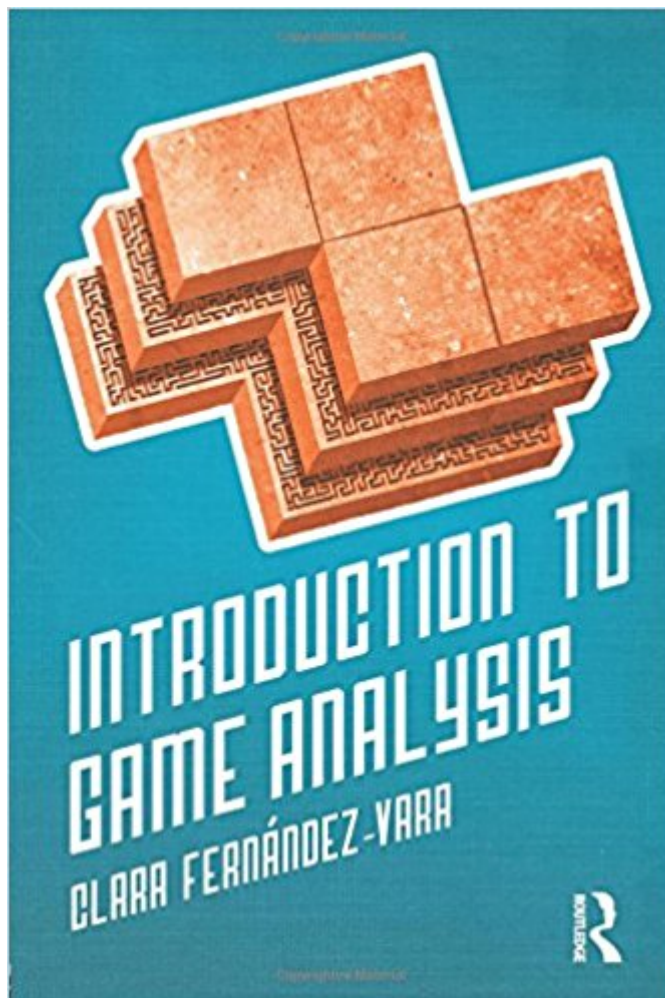




Ebook Directory
the best source of ebook

The book was found

Introduction To Game Analysis



Synopsis

Game analysis allows us to understand games better, providing insight into the player-game relationship, the construction of the game, and its sociocultural relevance. As the field of game studies grows, videogame writing is evolving from the mere evaluation of gameplay, graphics, sound, and replayability, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context. *Introduction to Game Analysis* serves as an accessible guide to analyzing games using strategies borrowed from textual analysis. Clara Fernández-Vara's concise primer provides instruction on the basic building blocks of game analysis—examination of context, content and reception, and formal qualities—as well as the vocabulary necessary for talking about videogames' distinguishing characteristics. Examples are drawn from a range of games, both digital and non-digital—from Bioshock and World of Warcraft to Monopoly—and the book provides a variety of exercises and sample analyses, as well as a comprehensive ludography and glossary.

Book Information

Paperback: 288 pages

Publisher: Routledge; 1 edition (July 31, 2014)

Language: English

ISBN-10: 0415703271

ISBN-13: 978-0415703277

Product Dimensions: 6 x 0.6 x 9 inches

Shipping Weight: 14.9 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #301,581 in Books (See Top 100 in Books) #265 in Books > Textbooks > Communication & Journalism > Journalism #579 in Books > Reference > Writing, Research & Publishing Guides > Writing > Journalism & Nonfiction #584 in Books > Textbooks > Communication & Journalism > Media Studies

Customer Reviews

"As video games become increasingly important in our lives, the need for a guide towards a deeper understanding of games as media experiences has never been greater. *Introduction to Game Analysis* accomplishes this task brimming with depth, precision, and heart." —Mikael Jakobsson, Comparative Media Studies & MIT Game Lab "With this volume, the field of game studies now has a thoughtful and comprehensive approach for how to engage in meaningful critique of digital games.

Fernández-Vara offers a multitude of theoretical and analytical building blocks and frameworks to help writers produce well-honed critiques of games as well as the social, cultural and technical contexts that surround them." •Mia Consalvo, Concordia University "In the best Socratic tradition, Clara Fernández-Vara teaches us to ask insightful questions about games. This accessible manual for game analysis distills knowledge from the most recent game scholarship and will help students at all levels to develop their critical eye and become articulate about video games." •Susana Pajares Tosca, IT University of Copenhagen

Clara Fernández-Vara is Associate Arts Professor at the Game Center, New York University. She teaches courses on videogame theory and game narrative, and works as a freelance game designer and writer. As a researcher, her main interest is in exploring the integration of stories and gameplay, as well as developing theoretical frameworks to understand games better.

worked for class

Actually very easy to read and makes writing about Game Analysis very clear.

[Download to continue reading...](#)

Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) Analytics: Business Intelligence, Algorithms and Statistical Analysis (Predictive Analytics, Data Visualization, Data Analytics, Business Analytics, Decision Analysis, Big Data, Statistical Analysis) Analytics: Data Science, Data Analysis and Predictive Analytics for Business (Algorithms, Business Intelligence, Statistical Analysis, Decision Analysis, Business Analytics, Data Mining, Big Data) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Game Of Thrones:101 Facts You Didn't Know About Game Of Thrones,The Complete Unoffical Guide! (game of thrones book 6 release date, 101 facts, TV, Movie, ... Adaptations,Trivia & Fun Facts, Trivia) Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) Phaser.js Game Design Workbook: Game development guide using Phaser JavaScript Game Framework Schaum's Outlines Vector Analysis (And An Introduction to Tensor Analysis) Basic Analysis: Introduction to Real Analysis Fourier Analysis: An Introduction (Princeton Lectures in Analysis) Game Theory : A Nontechnical Introduction to the Analysis of Strategy (3rd Edition) Introduction to Game Analysis

Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# (2nd Edition) Security Analysis: Sixth Edition, Foreword by Warren Buffett (Security Analysis Prior Editions) Plant Analysis Handbook II: A Practical Sampling, Preparation, Analysis, and Interpretation Guide IEC 60812 Ed. 2.0 b:2006, Second Edition: Analysis techniques for system reliability - Procedure for failure mode and effects analysis (FMEA) 10 Easy Ways To Spot A Liar: The best techniques of Statement Analysis, Nonverbal Communication and Handwriting Analysis Handwriting Analysis 101: A Complete Basic Book to Scientific Handwriting Analysis & Graphology Handwriting analysis;: The art and science of reading character by grapho analysis

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)