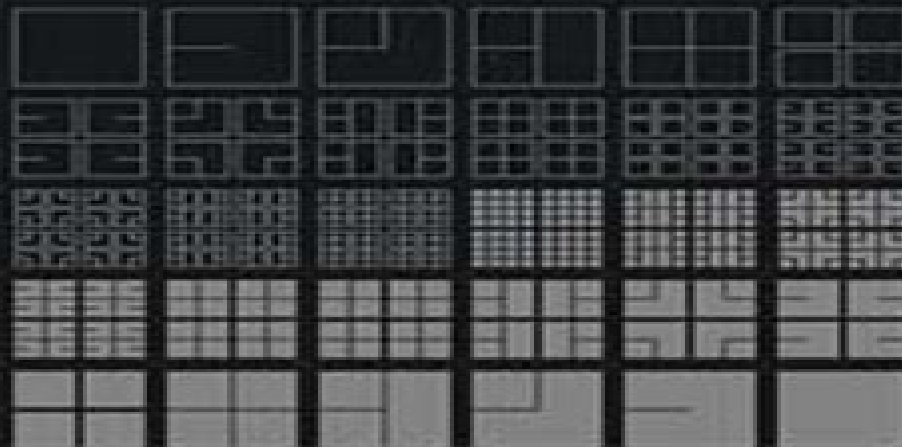


UNIT OPERATIONS

AN APPROACH TO VIDEOGAME CRITICISM

IAN BOGOST



Unit Operations An Approach To Videogame Criticism

Soraya Murray



Unit Operations An Approach To Videogame Criticism:

Unit Operations Ian Bogost, 2008-01-25 In *Unit Operations* Ian Bogost argues that similar principles underlie both literary theory and computation proposing a literary technical theory that can be used to analyze particular videogames Moreover this approach can be applied beyond videogames Bogost suggests that any medium from videogames to poetry literature cinema or art can be read as a configurative system of discrete interlocking units of meaning and he illustrates this method of analysis with examples from all these fields The marriage of literary theory and information technology he argues will help humanists take technology more seriously and help technologists better understand software and videogames as cultural artifacts This approach is especially useful for the comparative analysis of digital and nondigital artifacts and allows scholars from other fields who are interested in studying videogames to avoid the esoteric isolation of game studies The richness of Bogost's comparative approach can be seen in his discussions of works by such philosophers and theorists as Plato Badiou Žižek and McLuhan and in his analysis of numerous videogames including Pong Half Life and Star Wars Galaxies Bogost draws on object technology and complex adaptive systems theory for his method of unit analysis underscoring the configurative aspects of a wide variety of human processes His extended analysis of freedom in large virtual spaces examines Grand Theft Auto 3 The Legend of Zelda Flaubert's Madame Bovary and Joyce's Ulysses In *Unit Operations* Bogost not only offers a new methodology for videogame criticism but argues for the possibility of real collaboration between the humanities and information technology

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Unit Operations Ian Bogost, 2006 Approaches to Videogame Discourse

Astrid Ensslin, Isabel Balteiro, 2019-05-02 The first significant collection of research in videogame linguistics *Approaches to Videogame Discourse* features an international array of scholars in linguistics and communication studies exploring lexis interaction and textuality in digital games In the first section Lexicology Localisation and Variation chapters cover productive processes surrounding gamer slang ludolects creativity and borrowing across languages as well as industry genre game and player specific issues relating to localization legal jargon and slang Player Interactions moves on to examine communicative patterns between videogame players focusing in particular on un collaborative language functions and negotiations of impoliteness and issues of power in player discourse In the final section Beyond the Text scholars grapple with issues of multimodality paratextuality and transmediality in videogames in order to develop and enrich multimodal theory drawing on key concepts from ludonarratology language ideology immersion and transmedia studies With implications for meaningful game design and communication theory *Approaches to Videogame Discourse* examines in detail how video games function as means and objects of communication how they give rise to new vocabularies textual genres and discourse practices and how they serve as rich vehicles of ideological signification and social engagement *How to Talk about Videogames* Ian Bogost, 2015-11-15 Videogames Aren't 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 Mirror's 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 don't 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 isn't 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 **Gaming Rhythms** Tom Apperley, 2010-09-20 Global gaming networks are heterogenous collectives of localized practices not unified commercial products Shifting the analysis of digital games to local specificities that build and perform the global and general *Gaming Rhythms* employs ethnographic work conducted in Venezuela and Australia to account for the material experiences of actual game players This book explores the materiality of digital play across diverse locations and argues that the dynamic relation between the everyday life of the player and the experience of digital game play can only be understood by examining play

practices in their specific situations Website [Encyclopedia of Video Games](#) Mark J. P. Wolf, 2021-05-24 Now in its second edition the Encyclopedia of Video Games The Culture Technology and Art of Gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry This three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them Written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world This is the second edition of Encyclopedia of Video Games The Culture Technology and Art of Gaming originally published in 2012 All of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field This set is a vital resource for scholars and video game aficionados alike

Cultural Code Phillip Penix-Tadsen, 2016-02-12 How culture uses games and how games use culture an examination of Latin America's gaming practices and the representation of the region's cultures in games Video games are becoming an ever more ubiquitous element of daily life played by millions on devices that range from smart phones to desktop computers An examination of this phenomenon reveals that video games are increasingly being converted into cultural currency For video game designers culture is a resource that can be incorporated into games for players local gaming practices and specific social contexts can affect their playing experiences In Cultural Code Phillip Penix Tadsen shows how culture uses games and how games use culture looking at examples related to Latin America Both static code and subjective play have been shown to contribute to the meaning of games Penix Tadsen introduces culture as a third level of creating meaning Penix Tadsen focuses first on how culture uses games looking at the diverse practices of play in Latin America the ideological and intellectual uses of games and the creative and economic possibilities opened up by video games in Latin America the evolution of regional game design and development Examining how games use culture Penix Tadsen discusses in game cultural representations of Latin America in a range of popular titles pointing out for example appearances of Rio de Janeiro's Christ the Redeemer statue in games from Call of Duty to the tourism promoting Brasil Quest He analyzes this through semiotics the signifying systems of video games and the specific signifiers of Latin American culture space how culture is incorporated into different types of game environments and simulation the ways that cultural meaning is conveyed procedurally and algorithmically through gameplay mechanics

[On Video Games](#) Soraya Murray, 2017-10-30 Today over half of all American households own a dedicated game console and gaming industry profits trump those of the film industry worldwide In this book Soraya Murray moves past the technical discussions of games and offers a fresh and incisive look at their cultural dimensions She critically explores blockbusters like The Last of Us Metal Gear Solid Spec Ops The Line Tomb Raider and Assassin's Creed to show how they are deeply entangled with American ideological positions and contemporary

political cultural and economic conflicts As quintessential forms of visual material in the twenty first century mainstream games both mirror and spur larger societal fears hopes and dreams and even address complex struggles for recognition This book examines both their elaborately constructed characters and densely layered worlds whose social and environmental landscapes reflect ideas about gender race globalisation and urban life In this emerging field of study Murray provides novel theoretical approaches to discussing games and playable media as culture Demonstrating that games are at the frontline of power relations she reimagines how we see them and more importantly how we understand them

Video Game Spaces

Michael Nitsche, 2008-12-05 An exploration of how we see use and make sense of modern video game worlds The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media The experience of space has become a key element of how we understand games and how we play them In Video Game Spaces Michael Nitsche investigates what this shift means for video game design and analysis Navigable 3D spaces allow us to crawl jump fly or even teleport through fictional worlds that come to life in our imagination We encounter these spaces through a combination of perception and interaction Drawing on concepts from literary studies architecture and cinema Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them Consequently Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations His argument investigates what structures are at work in these locations proceeds to an in depth analysis of the audiovisual presentation of gameworlds and ultimately explores how we use and comprehend their functionality Nitsche introduces five analytical layers rule based space mediated space fictional space play space and social space and uses them in the analyses of games that range from early classics to recent titles He revisits current topics in game research including narrative rules and play from this new perspective Video Game Spaces provides a range of necessary arguments and tools for media scholars designers and game researchers with an interest in 3D game worlds and the new challenges they pose

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