NEW AND RECENT TITLES IN GAME STUDIES

THE MIT PRESS
WORKS OF GAME
On the Aesthetics of Games and Art
John Sharp
An exploration of the relationship between games and art that examines the ways that both gamers and artists create game-based artworks.
2015 • 216 pp. • 41 illus. • $19.95/£13.95
978-0-262-02687-1
Playful Thinking series

PLAY MATTERS
Miguel Sicart
Why play is a productive, expressive way of being, a form of understanding, and a fundamental part of our well-being.
2014 • 176 pp. • 11 illus. • $19.95/£13.95
978-0-262-02686-4
Playful Thinking series

THE AESTHETIC OF PLAY
Brian Upton
A game designer considers the experience of play, why games have rules, and the relationship of play and narrative.
2015 • 336 pp. • 46 illus. • $29.95/£20.95
978-0-262-02757-1
Inside Technology series

VIDEO GAMES AROUND THE WORLD
edited by Mark J. P. Wolf
Foreword by Toru Iwatani, creator of Pac-Man
Thirty-nine essays explore the vast diversity of video game history and culture across all the world’s continents.
2015 • 720 pp. • 60 illus. • paper $42.00/£28.95
978-0-262-02716-3

I AM ERROR
The Nintendo Family Computer/Entertainment System Platform
Nathan Altsch
The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances.
2015 • 440 pp. • 46 illus. • $40.00/£27.95
978-0-262-02877-6
Platform Studies series

FLASH
Building the Interactive Web
Anastasia Salter and John Murray
How Flash rose and fell as the world’s most ubiquitous yet divisive software platform, enabling the development and distribution of a world of creative content.
2014 • 192 pp. • 8 illus. • $24.95/£17.95
978-0-262-02826-8
Platform Studies series

THE GAMEFUL WORLD
Approaches, Issues, Applications
edited by Steffen P. Wulz and Sebastian Deterding
What if every part of our everyday life was turned into a game? The implications of “gamification.”
2015 • 688 pp. • 82 illus. • $50.00/£34.95
978-0-262-02800-4

CONNECTED CODE
Why Children Need to Learn Programming
Yasmin B. Kafai and Quinn Burke
Foreword by Mitchel Resnick
Why every child needs to learn to code: the shift from “computational thinking” to computational participation.
2014 • 200 pp. • 24 illus. • $25.00/£17.95
978-0-262-02775-5
The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning

CONNECTED PLAY
Tweens in a Virtual World
Yasmin B. Kafai and Deborah A. Fields
Foreword by Mizuko Ito
How kids play in virtual worlds, how it matters for their offline lives, and what this means for designing educational opportunities.
2013 • 216 pp. • 27 illus. • $25.00/£17.95
978-0-262-02099-4
The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning

SCRIPT CHANGERS
Digital Storytelling with Scratch
Kylie Peppler, Rafi Santo, Melissa Gresalfi, and Katie Salen Tekinbaş
Helping students create interactive and animated stories about positive change in their communities.
2014 • 352 pp. • 260 color illus. • $30.00/£20.95
978-0-262-02782-3
The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning

GAMING THE SYSTEM
Designing with Gamestar Mechanic
Katie Salen Tekinbaş, Melissa Gresalfi, Kylie Peppler, and Rafi Santo
Understanding games as systems, with complex interactions of game elements and rules.
2014 • 304 pp. • 130 color illus. • $30.00/£20.95
978-0-262-02781-6
The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning

VALUES AT PLAY
In Digital Games
Mary Flanagan and Helen Nissenbaum
A theoretical and practical guide to integrating human values into the conception and design of digital games.
2014 • 224 pp. • 56 illus. • $25.00/£17.95
978-0-262-02766-3

DEVELOPER’S DILEMMA
The Secret World of Videogame Creators
Casey O’Donnell
An examination of work, the organization of work, and the market forces that surround it, through the lens of the collaborative practice of game development.
2014 • 352 pp. • 18 illus. • $32.00/£22.95
978-0-262-02819-6
Inside Technology series

COMPUTER GAMES FOR LEARNING
An Evidence-Based Approach
Richard E. Mayer
A comprehensive and up-to-date investigation of what research shows about the educational value of computer games for learning.
2014 • 190 pp. • 29 illus. • $35.00/£24.95
978-0-262-02757-1

MAKING DEMOCRACY FUN
How Game Design Can Empower Citizens and Transform Politics
Josh Lerner
Drawing on the tools of game design to fix democracy.
2014 • 288 pp. • 39 illus. • $27.95/£19.95
978-0-262-02867-1

VIRTUAL ECONOMIES
Design and Analysis
Vili Lehdonvirta and Edward Castronova
How the basic concepts of economics—including markets, institutions, and money—can be used to create and analyze economies based on virtual goods.
2014 • 312 pp. • 55 illus. • $45.00/£31.95
978-0-262-02725-0
Information Policy series

AVANT-GARDE VIDEOGAMES
Playing with Technoculture
Brian Schrank
Foreword by Jay David Bolter
An exploration of avant-garde games that builds upon the formal and political modes of contemporary and historical art movements.
2014 • 232 pp. • 88 illus. • $32.00/£22.95
978-0-262-02714-4

LITERARY GAMING
Astrid Ensslin
A new analytical framework for understanding literary videogames, the literary-ludic spectrum, illustrated by close readings of selected works.
2014 • 216 pp. • 21 illus. • $30.00/£20.95
978-0-262-02715-1

GAME AFTER
A Cultural Study of Video Game Afterlife
Raiford Guins
A cultural study of video game afterlife, whether as emulation or artifact, in an archival box or at the bottom of a landfill.
2014 • 376 pp. • 90 illus. • $35.00/£24.95
978-0-262-02698-9

GAMEWORLD INTERFACES
Kristine Jorgensen
An investigation into computer game interfaces, both naturalistic and symbolic, and the distinction between gameworlds and other kinds of fictional worlds.
2014 • 192 pp. • 14 illus. • $30.00/£20.95
978-0-262-02686-4

For more information about these and other MIT Press titles visit mitpress.mit.edu