

Computer Games as a Sociocultural Phenomenon: Games Without Frontiers - War Without Tears

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Internationally renowned media and literature scholars, social scientists, game designers and artists explore the cultural potential of computer games in this rich anthology, which introduces the latest approaches in the central fields of game studies and provides an extensive survey of contemporary game culture.

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Review

'The book is an excellent option for everyone interested in cultural criticism and/or videogames to get an overview of the subject...the contributors have excellent insights into both the current literature, as well as the most important discussions related to their specific field of interest. ' - Kulturkapellet

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