The book was found

Video Games And Storytelling: Reading Games And Playing Books





Synopsis

The potential of video games as storytelling media and the deep involvement that players feel when they are part of the story needs to be analysed vis-Ã -vis other narrative media. This book underscores the importance of video games as narratives and offers a framework for analysing the many-ended stories that often redefine real and virtual lives.

Book Information

Hardcover: 239 pages

Publisher: Palgrave Macmillan; 1st ed. 2015 edition (September 16, 2015)

Language: English

ISBN-10: 1137525045

ISBN-13: 978-1137525048

Product Dimensions: 5.5 x 0.6 x 8.5 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #1,478,814 in Books (See Top 100 in Books) #256 in Books > Arts & Photography > Other Media > Video Games #677 in Books > Literature & Fiction > History & Criticism > Genres & Styles > Children's Literature #3858 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Download to continue reading...

Video Games and Storytelling: Reading Games and Playing Books Speed Reading: The Ultimate Speed Reading Course to Increase Your Reading Speed (speed reading techniques, speed reading for beginners, speed reading training) (Genius Guide: Step By Step Book 3) Video Marketing Profits: How to Make a Living Selling Affiliate Products & Playing Video Games Online (2 in 1 bundle) Video Games and Youth (Video Games and Society) Video Games, Violence, and Crime (Video Games and Society) How Do Video Games Affect Society? (Video Games and Society) The History of Video Games (Video Games and Society) Storytelling: A Storytelling System To Deliver Inspiring and Unforgettable Speeches (Presentation Tips, Public Speaking, Communication Skills) TED Talks Storytelling: 23 Storytelling Techniques from the Best TED Talks Pixar Storytelling: Rules for Effective Storytelling Based on Pixar's Greatest Films Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques When I Am Playing with My Cat, How Do I Know That She Is Not Playing with Me?: Montaigne and Being in Touch with Life Piano: The Ultimate Piano Beginner's Guide: Get To Learn the Art of Piano Playing In No Time & Surprise Your

Family and Friends *FREE BONUS INCLUDED* (Music, Music Lessons, Playing Instruments) The Art of Baroque Trumpet Playing: Volume 2: Method of Ensemble Playing (Schott) An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution Early Readers: Lisa can Read: children, Early reader books level 1. Easy reader book. Beginner reading books level 1 (Step into reading book series for early readers: childrens books) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Video Production with Adobe Premiere Pro CS5.5 and After Effects CS5.5: Learn by Video Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Creative Writing Career: Becoming a Writer of Movies, Video Games, and Books (Creative Mentor Book 1)

Dmca