How to Do Things With Videogames

Ian Bogost

Ian Bogost, a leading scholar of videogames and an award-winning game designer, explores the many ways computer games are used today: documenting important historical and cultural events; educating both children and adults; promoting commercial products; and serving as platforms for art, pornography, exercise, relaxation, pranks, and politics.

Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain unrealized. How to Do Things with Videogames offers a fresh starting point to more fully consider games’ progress today and promise for the future.

“What can you do with videogames? Play pranks, meditate on politics, achieve zen-like zone-outs, turn the act of travel back into adventure, and describe how to safely exit a plane—among other things, as Ian Bogost explains in this superb, philosophical, and wide-ranging book.” —Clive Thompson, columnist for Wired and contributing writer for the New York Times Magazine

ELECTRONIC MEDIATIONS SERIES, VOLUME 38

DON’T MISS …

Games of Empire
Global Capitalism and Video Games
Nick Dyer-Witheford and Greig de Peuter

Rejecting moral panic and glib enthusiasm, Games of Empire demonstrates how games such as Second Life, World of Warcraft, and Grand Theft Auto crystallize the cultural, political, and economic forces of global capital, while also providing a means of resisting them.

“Absolutely essential reading for any game studies or design scholar. There is no excuse for avoiding this book.” —Game Studies


EXAM COPY OFFER: To obtain a copy of featured titles, fill out the form below. If you choose not to adopt the book, please accept it as a complimentary copy. Offer good only on available titles in this flier. Shipping charges must be paid by customer. Add $5.00/first book, $1.00/each additional book. EXPIRES 12/1/2011.

Send order form with payment to:
Direct Marketing Coordinator
University of Minnesota Press
111 Third Avenue South, Suite 290
Minneapolis, MN 55401-2520
Fax: 612-627-1980

University of Minnesota Press Blog
Get UMP news, author Q&As & more at:
WWW.UMINNPRESSBLOG.COM
We are also on Twitter and Facebook.

For more information on our books, visit www.upress.umn.edu.

DON’T MISS …

COMING IN DECEMBER
— GAMEPLAY MODE: WAR, SIMULATION, AND TECHNOCULTURE, BY PATRICK CROGAN.

SOURCE CODE: MN 71850