

# 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.

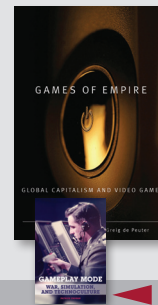


Bogost concludes that as videogames become ever more enmeshed with contemporary life, the idea of gamers as social identities will become obsolete, giving rise to gaming by the masses. But until games are understood to have valid applications across the cultural spectrum, their true potential will remain 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*

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