Computer games and the social imaginary

Kirkpatrick, Graeme, 1963-, author

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Abstrak

In this compelling book, Graeme Kirkpatrick argues that computer games have fundamentally altered the relation of self and society in the digital age. Tracing the origins of gaming to the revival of play in the 1960s counter culture, Computer Games and the Social Imaginary describes how the energies of that movement transformed computer technology from something ugly and machine-like into a world of colour and fun. In the process, play with computers became computer gaming; a new cultural practice with its own values.