

Game After A Cultural Study Of Video Game Afterlife



Game After A Cultural Study

Game After: A Cultural Study of Video Game Afterlife (The MIT Press) [Raiford Guins] on Amazon.com. *FREE* shipping on qualifying offers. A cultural study of video game afterlife, whether as emulation or artifact, in an archival box or at the bottom of a landfill. We purchase video games to play them

Game After: A Cultural Study of Video Game Afterlife (The ...

A cultural study of video game afterlife, whether as emulation or artifact, in an archival box or at the bottom of a landfill. We purchase video games to play them, not to save them. What happens to video games when they are out of date, broken, nonfunctional, or obsolete? Should a game be considered an "ex-game" if it exists only as emulation, as an artifact in museum displays, in an ...

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Game after : a cultural study of video game afterlife ...

In a time when computer games have matured as an industry and a medium, game history often becomes the object of retro fetishism. Game history and game preservation is full of enthusiasts, and for old gamers and computer nostalgics (such as myself), reading Raiford Guins' book Game After may trigger a flood of emotions. Yet Guins argues that we should resist this nostalgia.

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Game After: A Cultural Study of Video Game Afterlife ...

Game After: A Cultural Study of Video Game Afterlife . By Rouse, Thomas H. ... this section provides an invaluable road map to moving beyond industry chronicles and towards in-depth study of gaming's material culture. The remainder of the book focuses not on resources suited to the learned scholar but of the role video games play out in the ...

"Game After: A Cultural Study of Video Game Afterlife" by ...

Should a game be considered an "ex-game" if it exists only as emulation, as an artifact in museum displays, in an archival box, or at the bottom of a landfill? In Game After, Raiford Guins focuses on video games not as hermetically sealed within time capsules of the past but on their material remains: how and where video games persist in the ...

Game After: A Cultural Study of Video Game Afterlife on JSTOR

In Game After, Raiford Guins sets out to evaluate the place of videogames as historical objects from a museum preservation and material culture perspective. Guins' reexamination of the afterlife of videogames provides a new contextualization of arcade machines and game consoles as relics of an earlier gaming era.

Project MUSE - Game After: A Cultural Study of Video Game ...

The area of video games study is robust after extensive research has been conducted within the past years. However, comparative video game studies are still lacking compared to other areas of ...

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