

extra lives why video games matter tom bissell

Extra Lives: Why Video Games Matter by Tom Bissell – Exploring the Cultural Impact of Gaming

extra lives why video games matter tom bissell is not just a catchy phrase—it encapsulates a profound exploration into the world of video games, their cultural significance, and their impact on modern storytelling. Tom Bissell's book, **Extra Lives: Why Video Games Matter**, dives deep into the art, narrative, and emotional resonance of gaming, challenging the common misconceptions that video games are mere distractions or mindless entertainment. If you've ever wondered why video games hold such a special place in the hearts of millions, Bissell's work offers insightful answers and thoughtful critiques.

Understanding the Core of Extra Lives: Why Video Games Matter Tom Bissell

At its essence, **Extra Lives** is a compelling defense of video games as a legitimate form of artistic expression. Bissell, a seasoned writer and gamer, explores how video games combine storytelling, gameplay mechanics, and player agency into an experience unique to the medium. Unlike books or films, games require active participation, making the player a co-creator of the narrative journey.

What sets **Extra Lives** apart is its nuanced approach. Bissell doesn't shy away from discussing the flaws of the gaming industry, such as repetitive design or problematic cultural tropes, but he balances criticism with genuine admiration for the medium's potential. This balance makes the book resonate with both hardcore gamers and skeptical outsiders.

The Narrative Power of Video Games

One of the standout themes in **Extra Lives** is the evolving narrative complexity in video games. Bissell highlights titles that transcend traditional storytelling, using interactivity to build emotional depth. Games like **The Last of Us** or **Bioshock** aren't just about action—they're about empathy, moral dilemmas, and immersion in richly constructed worlds.

Bissell argues that video games can evoke emotions as powerfully as novels or films because they engage players directly. The sense of accomplishment after overcoming a tough challenge or the heartbreak of a story's tragic ending feels more personal when the player's actions influence outcomes.

The Cultural and Artistic Relevance of Video Games

Extra Lives goes beyond gameplay mechanics and storytelling to address why video games matter culturally. Bissell explores how gaming reflects societal issues, challenges norms, and fosters

community. Through his essays and firsthand experiences, he paints gaming as a mirror of contemporary culture and a platform for innovation.

Video Games as a Medium for Social Commentary

Many modern games tackle complex themes such as war, identity, and ethics. Bissell spotlights how developers use the medium to provoke thought and encourage players to question real-world issues. For example, games like **Papers, Please** confront players with moral ambiguity, while **Spec Ops: The Line** critiques the glorification of violence in military shooters.

This capacity for social commentary underscores why video games are not just entertainment but a form of meaningful artistic expression. Bissell's insights help readers appreciate the layers beneath the surface of gameplay.

Community and Connection in Gaming

Another important aspect Bissell touches on is the communal nature of gaming. From online multiplayer battles to shared experiences of storytelling, video games create bonds among players. The rise of esports, streaming platforms, and fan communities illustrates how games foster social interaction in ways traditional media cannot.

Bissell's exploration into this social dimension emphasizes that video games matter because they bring people together, creating spaces for connection, collaboration, and creativity.

Tom Bissell's Personal Journey Through Gaming

One of the most engaging elements of **Extra Lives** is Bissell's candid recounting of his own experiences as a gamer and writer. His storytelling adds warmth and relatability to the book, offering readers a glimpse into the emotional highs and lows of being immersed in video games.

Balancing Critique and Passion

Bissell's dual role as a critic and fan allows him to approach gaming with both skepticism and enthusiasm. He openly discusses moments of frustration and disappointment, whether due to game design flaws or industry practices, but never loses sight of his love for the medium.

This honest perspective encourages readers to think critically about their own gaming habits and the broader industry while appreciating the artistry and innovation behind their favorite titles.

Insights into the Gaming Industry

Throughout the book, Bissell offers insider knowledge about game development, writing, and design. His interviews with developers and analysis of game mechanics provide valuable context for understanding the complexities of creating video games.

For aspiring game writers and enthusiasts, these insights serve as practical advice and inspiration, revealing the dedication and creativity involved in bringing games to life.

Why *Extra Lives: Why Video Games Matter* Resonates Today

Even years after its publication, *Extra Lives* remains a crucial read for anyone interested in the intersection of gaming, culture, and storytelling. Its relevance is heightened as video games continue to evolve and integrate into mainstream media.

The Ever-Growing Influence of Video Games

With advancements in technology and increasing diversity in game narratives, video games have become a dominant cultural force. They influence movies, music, literature, and even education. Bissell's arguments about their importance help validate the experiences of gamers and encourage broader society to recognize gaming's artistic value.

Encouraging a Deeper Appreciation

One of the lasting impacts of *Extra Lives* is its ability to inspire readers to look beyond stereotypes. By shedding light on the intricate design, storytelling, and emotional resonance of games, Tom Bissell invites a deeper appreciation for what video games can achieve.

For parents, educators, and casual players, this perspective helps foster a more inclusive and informed dialogue about gaming's role in modern life.

Tips for Readers Interested in Exploring *Extra Lives: Why Video Games Matter* Tom Bissell

If you're intrigued by Tom Bissell's work and want to delve into *Extra Lives*, here are some tips to enhance your reading experience:

- **Play some of the games mentioned:** Experiencing titles like *The Last of Us*, *Bioshock*, or *Papers, Please* firsthand will deepen your understanding of Bissell's points.
- **Reflect on your own gaming experiences:** Consider how games have affected you

emotionally or intellectually to connect with the themes discussed.

- **Engage in discussions:** Join online forums or local gaming groups to share thoughts and hear diverse perspectives on the cultural impact of games.
- **Explore related literature:** Look into other books and essays about video game criticism and storytelling to broaden your knowledge.

By combining reading with active engagement, you'll gain a richer appreciation of why video games matter and why Tom Bissell's **Extra Lives** remains a seminal work in this field.

Extra Lives: Why Video Games Matter is more than a book; it's a celebration of an art form that continues to shape how we experience stories and connect with one another. Through Tom Bissell's eloquent writing and thoughtful analysis, readers are invited to reconsider the significance of video games and recognize their place in the cultural landscape. Whether you're a lifelong gamer or new to the medium, this exploration offers valuable insights into why video games truly matter.

Frequently Asked Questions

What is the main theme of 'Extra Lives: Why Video Games Matter' by Tom Bissell?

The main theme of 'Extra Lives' is the cultural and artistic significance of video games, exploring why they matter as a form of storytelling and interactive entertainment.

Who is Tom Bissell, the author of 'Extra Lives'?

Tom Bissell is a writer and journalist known for his work on video games and literature. He has contributed to various publications and has experience in the gaming industry.

How does Tom Bissell approach video games in 'Extra Lives'?

Bissell combines personal anecdotes, critical analysis, and industry insights to examine video games as an art form and a medium that influences culture and human experience.

Why is 'Extra Lives' considered important in video game literature?

It is one of the early comprehensive books that take video games seriously as a cultural phenomenon, bridging the gap between gamers and critics.

Does 'Extra Lives' discuss specific video games?

Yes, Bissell discusses several notable games such as 'Half-Life 2', 'Grand Theft Auto', and 'Call of Duty' to illustrate his points about storytelling and game design.

What impact did 'Extra Lives' have on perceptions of video games?

The book helped legitimize video games as a subject worthy of serious critical discussion and helped change perceptions of games beyond mere entertainment.

Is 'Extra Lives' suitable for non-gamers?

While it is accessible to non-gamers, some familiarity with video games enhances understanding, as Bissell delves into game mechanics and culture.

How does Tom Bissell's background influence the perspective in 'Extra Lives'?

Bissell's background as a writer and former game writer provides an insider's perspective, blending literary critique with firsthand industry experience.

Additional Resources

Extra Lives: Why Video Games Matter by Tom Bissell – An Analytical Review

extra lives why video games matter tom bissell is a compelling exploration into the cultural and artistic significance of video games, penned by acclaimed author Tom Bissell. As the medium of video games continues to evolve and permeate various aspects of entertainment and society, Bissell's work provides a nuanced perspective that bridges the gap between traditional literary critique and interactive media analysis. This article delves into the core themes of "Extra Lives," examining why video games deserve serious recognition, and how Bissell's insights contribute to ongoing conversations about gaming's role in modern culture.

Understanding the Cultural Impact of Video Games

Tom Bissell's "Extra Lives" is rooted in the belief that video games are more than mere distractions; they are a form of artistic expression, a storytelling vehicle, and a reflection of contemporary culture. Unlike many early media narratives that dismissed video games as trivial or purely recreational, Bissell's investigative approach encourages readers to reconsider the medium's value. He situates video games alongside novels, films, and other traditional art forms, arguing that the interactivity and immersive qualities of gaming offer unique opportunities for narrative development and emotional engagement.

The book emerged during a period when the gaming industry was rapidly expanding, both technologically and commercially. By integrating personal anecdotes, interviews with game

developers, and critical essays, Bissell paints a multifaceted picture of the gaming landscape. His work underscores how video games can challenge players intellectually and emotionally, fostering empathy and complex decision-making.

The Narrative Depth of Video Games

One of the central arguments in "Extra Lives why video games matter tom bissell" is the narrative complexity found within modern video games. Bissell highlights titles such as "The Last of Us," "Bioshock," and "Mass Effect" as examples where storytelling rivals that of acclaimed novels or films. He emphasizes how developers craft intricate story arcs, character development, and moral dilemmas that players actively participate in resolving.

This participatory narrative distinguishes video games from passive media. Players' choices often influence story outcomes, creating personalized experiences that resonate on a deeper level. Bissell's analysis suggests that this interactivity promotes a form of engagement that can enhance empathy, critical thinking, and ethical reflection—qualities essential to meaningful storytelling.

Extra Lives and the Evolution of Game Criticism

Bissell's book also addresses the evolution of game criticism, a field historically overshadowed by mainstream media reviews focused on graphics and gameplay mechanics. "Extra Lives" advocates for a more sophisticated critical lens that appreciates video games' thematic and artistic ambitions. Bissell himself, having a background in writing and journalism, models this approach through well-researched, articulate critiques that blend technical analysis with cultural commentary.

He acknowledges the challenges involved in balancing subjective experience with objective critique, especially given the diversity of gaming genres and player expectations. By including interviews with industry insiders and reflecting on his own gaming experiences, Bissell provides readers with a comprehensive understanding of the medium's intricacies.

Challenges and Criticisms of Video Games

While celebrating the artistic merits of video games, Bissell does not shy away from their controversies. "Extra Lives why video games matter tom bissell" critically examines issues such as violence in games, addiction, and the impact of monetization models like microtransactions. Bissell's approach is balanced—he neither sensationalizes these problems nor dismisses them. Instead, he situates these challenges within broader cultural and economic contexts, prompting readers to consider how societal values and industry practices shape gaming experiences.

This nuanced perspective enhances the credibility of Bissell's work, demonstrating that acknowledging flaws and ongoing debates is essential to understanding why video games matter beyond entertainment.

The Role of Technology and Innovation in Gaming

Technological advancement is a key driver behind the changing landscape of video games, a theme thoroughly explored in Bissell's book. From the rise of high-definition graphics and realistic physics engines to the integration of virtual reality (VR) and augmented reality (AR), "Extra Lives" highlights how innovation expands the possibilities for immersive storytelling and gameplay.

Bissell discusses the implications of these technologies for both developers and players. For instance, VR's potential to fully immerse players in alternate worlds raises questions about the boundaries between reality and fiction. Moreover, the development of artificial intelligence (AI) in games introduces dynamic, adaptive experiences that challenge traditional narrative structures.

The Social and Psychological Dimensions of Gaming

Another layer of analysis in "Extra Lives why video games matter tom bissell" involves the social and psychological effects of gaming. Bissell explores how multiplayer and online games foster communities, cooperation, and competition, creating social spaces that transcend geographic limitations. He also investigates the psychological benefits of gaming, such as stress relief, skill development, and improved cognitive functions.

Conversely, Bissell addresses concerns about social isolation and the potential for gaming to interfere with real-life responsibilities. By presenting a balanced view, he encourages readers to think critically about gaming's role in individual and societal well-being.

Why "Extra Lives" Remains Relevant Today

Since its publication, "Extra Lives why video games matter tom bissell" has maintained relevance as the gaming industry continues to evolve. The book's insights into narrative innovation, game criticism, and cultural impact resonate with ongoing discussions about the legitimacy of video games as art. As indie games gain prominence and major studios invest in storytelling, Bissell's arguments help validate the medium's artistic aspirations.

Moreover, the rise of esports, streaming platforms, and transmedia storytelling further illustrates the dynamic nature of video games—a topic that Bissell's work anticipates by examining how games intersect with other cultural forms.

- **Indie Gaming and Artistic Freedom:** Bissell's focus on narrative depth aligns with the indie movement, where smaller studios experiment with unconventional stories and gameplay mechanics.
- **Esports and Competitive Culture:** The growth of competitive gaming adds new dimensions to how games matter socially and economically.
- **Streaming and Community Building:** Platforms like Twitch and YouTube create participatory cultures that extend the life and influence of video games.

Comparing "Extra Lives" to Other Gaming Literature

In the context of gaming literature, Bissell's "Extra Lives" stands out for its literary quality and investigative depth. While other works may focus heavily on technical aspects or game design theory, Bissell combines personal narrative with critical insight, making the book accessible to both gamers and non-gamers alike.

Compared to titles such as Ian Bogost's "Persuasive Games" or Steven Poole's "Trigger Happy," Bissell's approach is less academic and more narrative-driven, which broadens its appeal and impact. This balance of personal experience and cultural analysis is a significant factor in the book's success as a touchstone for understanding why video games matter.

In synthesizing the perspectives offered in "Extra Lives why video games matter tom bissell," it becomes clear that video games occupy a complex and evolving space within contemporary culture. Bissell's work challenges preconceived notions, inviting readers to engage with games as meaningful art forms capable of storytelling, social connection, and cultural reflection. As the medium continues to innovate and expand, the themes explored in "Extra Lives" remain vital to appreciating the multifaceted nature of video games today.

[Extra Lives Why Video Games Matter Tom Bissell](#)

extra lives why video games matter tom bissell: *Extra Lives* Tom Bissell, 2010-06-08 Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. *Extra Lives* is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of Grand Theft Auto IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, *Extra Lives* is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, *Extra Lives* is required reading.

extra lives why video games matter tom bissell: *Video Games and American Culture* Aaron A. Toscano, 2019-12-12 Digital media are immersive technologies reflecting behaviors, attitudes, and values. The engrossing, entertaining virtual worlds video games provide are important sites for

21st century research. This book moves beyond assertions that video games cause violence by analyzing the culture that produces such material. While some popular media reinforce the idea that video games lead to violence, this book uses a cultural studies lens to reveal a more complex situation. Video games do not lead to violence, sexism, and chauvinism. Rather, Toscano argues, a violent, sexist, chauvinistic culture reproduces texts that reflect these values. Although video games have a worldwide audience, this book focuses on American culture and how this multi-billion dollar industry entertains us in our leisure time (and sometimes at work), bringing us into virtual environments where we have fun learning, fighting, discovering, and acquiring bragging rights. When politicians and moral crusaders push agendas that claim video games cause a range of social ills from obesity to mass shooting, these perspectives fail to recognize that video games reproduce hegemonic American values. This book, in contrast, focuses on what these highly entertaining cultural products tell us about who we are.

extra lives why video games matter tom bissell: The Epic Evolution of Video Games Arie Kaplan, 2017-01-01 Audisee® eBooks with Audio combine professional narration and sentence highlighting for an engaging read aloud experience! Have you ever wondered what video games would be like if they never changed? The first games were little more than bouncing dots on a plain screen. Modern games include astonishing action, realistic environments, and epic story lines. Take a look at how video games have evolved over the years, and learn about the kinds of games we might be playing in the future.

extra lives why video games matter tom bissell: Education and Its Discontents Mark Moss, 2011-11-21 Education and Its Discontents: Teaching, the Humanities, and the Importance of a Liberal Education in the Age of Mass Information, by Mark Moss, is an exploration of how the traditional educational environment, particularly in the post-secondary world, is changing as a consequence of the influx of new technology. Students come to the classroom or lecture hall expecting to have their habits and tastes, gleaned from the online world, replicated in an Educational environment. Faculty who do not adapt face enormous obstacles, and faculty that do adapt run the risk of eroding the integrity of what they have been trained to teach. Students now have access to myriad of technologies that instead of supplementing the educational process, have actually taken it over. Issues that run from plagiarism to the erosion of the humanities are now rampant concerns in the post secondary world. Behavior issues, YouTube videos, cell phones, and the incessant clicking of the computer keys are just a few of the technologies altering the educational landscape. Moss discusses that it is now not only how we learn, but what we continue to teach, and how that enormously important legacy is protected. Education and Its Discontents: Teaching, the Humanities, and the Importance of a Liberal Education in the Age of Mass Information, by Mark Moss, argues that education has changed and the supremacy of the book and the lecture is now open for debate. What has been gained over the last five hundred years is now susceptible to the vagaries of technology, which compel us to question their continuing relevance.

extra lives why video games matter tom bissell: Games in Libraries Breanne A. Kirsch, 2014-02-11 Librarians are beginning to see the importance of game based learning and the incorporation of games into library services. This book is written for them--so they can use games to improve people's understanding and enjoyment of the library. Full of practical suggestions, the essays discuss not only innovative uses of games in libraries but also the game making process. The contributors are all well versed in games and game-based learning and a variety of different types of libraries are considered. The essays will inspire librarians and educators to get into this exciting new area of patron and student services.

extra lives why video games matter tom bissell: Sound Play William Cheng, 2014 Video games open portals into fantastical worlds where imaginative play prevails. The virtual medium seemingly provides us with ample opportunities to behave and act out with relative safety and impunity. Or does it? Sound Play explores the aesthetic, ethical, and sociopolitical stakes of our engagements with gaming's audio phenomena - from sonic violence to synthesized operas, from democratic music-making to vocal sexual harassment. Author William Cheng shows how the

simulated environments of games empower designers, composers, players, and scholars to test and tinker with music, noise, speech, and silence in ways that might not be prudent or possible in the real world. In negotiating utopian and alarmist stereotypes of video games, Sound Play synthesizes insights from across musicology, sociology, anthropology, communications, literary theory, and philosophy. With case studies that span Final Fantasy VI, Silent Hill, Fallout 3, The Lord of the Rings Online, and Team Fortress 2, this book insists that what we do in there - in the safe, sound spaces of games - can ultimately teach us a great deal about who we are and what we value (musically, culturally, humanly) out here.

extra lives why video games matter tom bissell: *Once Upon a Pixel* Eddie Paterson, Timothy Simpson-Williams, Will Cordner, 2019-10-31 *Once Upon a Pixel* examines the increasing sophistication of storytelling and worldbuilding in modern video games. Drawing on some of gaming's most popular titles, including Red Dead Redemption 2, The Last of Us, Horizon Zero Dawn, and the long-running Metal Gear Solid series, it is a pioneering exploration into narrative in games from the perspective of the creative writer. With interviews and insights from across the industry, it provides a complete account of how Triple-A, independent, and even virtual reality games are changing the way we tell stories. Key Features A fresh perspective on video games as a whole new form of creative writing. Interviews with a range of leading industry figures, from critics to creators. Professional analysis of modern video game script excerpts. Insights into emerging technologies and the future of interactive storytelling.

extra lives why video games matter tom bissell: *Superhero Synergies* James N. Gilmore, Matthias Stork, 2014-03-06 In the age of digital media, superheroes are no longer confined to comic books and graphic novels. Their stories are now featured in films, video games, digital comics, television programs, and more. In a single year alone, films featuring Batman, Spider-Man, and the Avengers have appeared on the big screen. Popular media no longer exists in isolation, but converges into complex multidimensional entities. As a result, traditional ideas about the relationship between varying media have come under striking revision. Although this convergence is apparent in many genres, perhaps nowhere is it more persistent, more creative, or more varied than in the superhero genre. *Superhero Synergies: Comic Book Characters Go Digital* explores this developing relationship between superheroes and various forms of media, examining how the superhero genre, which was once limited primarily to a single medium, has been developed into so many more. Essays in this volume engage with several of the most iconic heroes—including Batman, Hulk, and Iron Man—through a variety of academic disciplines such as industry studies, gender studies, and aesthetic analysis to develop an expansive view of the genre's potency. The contributors to this volume engage cinema, comics, video games, and even live stage shows to instill readers with new ways of looking at, thinking about, and experiencing some of contemporary media's most popular texts. This unique approach to the examination of digital media and superhero studies provides new and valuable readings of well-known texts and practices. Intended for both academics and fans of the superhero genre, this anthology introduces the innovative and growing synergy between traditional comic books and digital media.

extra lives why video games matter tom bissell: *Japanese Culture Through Videogames* Rachael Hutchinson, 2019-05-28 Examining a wide range of Japanese videogames, including arcade fighting games, PC-based strategy games and console JRPGs, this book assesses their cultural significance and shows how gameplay and context can be analyzed together to understand videogames as a dynamic mode of artistic expression. Well-known titles such as Final Fantasy, Metal Gear Solid, Street Fighter and Katamari Damacy are evaluated in detail, showing how ideology and critique are conveyed through game narrative and character design as well as user interface, cabinet art, and peripherals. This book also considers how 'Japan' has been packaged for domestic and overseas consumers, and how Japanese designers have used the medium to express ideas about home and nation, nuclear energy, war and historical memory, social breakdown and bioethics. Placing each title in its historical context, Hutchinson ultimately shows that videogames are a relatively recent but significant site where cultural identity is played out in modern Japan.

Comparing Japanese videogames with their American counterparts, as well as other media forms, such as film, manga and anime, *Japanese Culture Through Videogames* will be useful to students and scholars of Japanese culture and society, as well as Game Studies, Media Studies and Japanese Studies more generally.

extra lives why video games matter tom bissell: *The Worlds of John Wick* Caitlin G. Watt, Stephen Watt, 2022-05-10 Each John Wick film has earned more money and recognition than its predecessor, defying the conventional wisdom about the box office's action movie landscape, normally dominated by superhero movies and science fiction epics. As *The Worlds of John Wick* explores, the worldbuilding of John Wick offers thrills that you simply can't find anywhere else. The franchise's plot combines familiar elements of the revenge thriller and crime film with seamlessly coordinated action. One of its most distinctive appeals, however, is the detailed and multifaceted fictional world—or rather, worlds—it constructs. The contributors to this volume consider everything from fight sequences, action aesthetics, and stunts to grief, cinematic space and time, and gender performance to map these worlds and explore how their range and depth make John Wick a hit. A deep dive into this popular neo-noir franchise, *The Worlds of John Wick* celebrates and complicates the cult phenomenon that is John Wick.

extra lives why video games matter tom bissell: *100 Greatest Console Video Games* Brett Weiss, 2014-10-28 Production histories, reviews, gameplay details, and more Video games from many companies and platforms, placed in context with games today Numerous quotes about the games from industry professionals

extra lives why video games matter tom bissell: *Codename Revolution* Steven E. Jones, George K. Thiruvathukal, 2024-12-17 Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or "Wiimote") play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what's on the screen to what's happening in physical space. This book describes the Wii's impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of *Codename Revolution* focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo's distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii's revolution in mimetic interface gaming—which eventually led to the release of Sony's Move and Microsoft's Kinect—to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.

extra lives why video games matter tom bissell: *CTRL Dignitas 007* 2017-05-07 Members of The College of St. Scholastica's Dignitas Program produce this work in recognition of the intricacies of the guest/host relationship. Using popular and celebrated film, literature and other mass media, we develop a deeper understanding of interaction. We explore hospitality from human and non-human perspectives, through fiction and non-fiction, philosophy, theology, and psychology. What are the pleasures and dangers in the role of the stranger? What are the assumptions and liberties of the host? How do the guest and host roles relate to the designations of 'the self' and 'the other'? How do we know when we are the host or the guest? Is it possible to mistake or underestimate one's role? How might diversity, privilege, conflict, and assumption affect the guest/host relationship? Our work seeks a clearer picture of stewardship, intentional being, and the potential for conscious ambassadorship in a complex, multi-dimensional world.

extra lives why video games matter tom bissell: *Tragic Time in Drama, Film, and*

Videogames Rebecca Bushnell, 2016-11-14 This book explores how classical and Shakespearean tragedy has shaped the temporality of crisis on the stage and in time-travel films and videogames. In turn, it uncovers how performance and new media can challenge common assumptions about tragic causality and fate. Traditional tragedies may present us with a present when a calamity is staged, a decisive moment in which everything changes. However, modern performance, adaptation and new media can question the premises of that kind of present crisis and its fatality. By offering replays or alternative endings, experimental theatre, adaptation, time travel films and videogames reinvent the tragic experience of irreversible present time. This book offers the reader a fresh understanding of tragic character and agency through these new media's exposure of the genre's deep structure.

extra lives why video games matter tom bissell: Law, Video Games, Virtual Realities Dale Mitchell, Ashley Pearson, Timothy D. Peters, 2023-10-20 This edited volume explores the intersection between the coded realm of the video game and the equally codified space of law through an insightful collection of critical readings. Law is the ultimate multiplayer role-playing game. Involving a process of world-creation, law presents and codifies the parameters of licit and permitted behaviour, requiring individuals to engage their roles as a legal subject - the player-avatar of law - in order to be recognised, perform legal actions, activate rights or fulfil legal duties. Although traditional forms of law (copyright, property, privacy, freedom of expression) externally regulate the permissible content, form, dissemination, rights and behaviours of game designers, publishers, and players, this collection examines how players simulate, relate, and engage with environments and experiences shaped by legality in the realm of video game space. Featuring critical readings of video games as a means of understanding law and justice, this book contributes to the developing field of cultural legal studies, but will also be of interest to other legal theorists, socio-legal scholars, and games theorists.

extra lives why video games matter tom bissell: Don't Forget to Write for the Secondary Grades 826 National, 2011-10-03 Fantastic strategies for getting high school students excited about writing This book offers 50 creative writing lesson plans from the imaginative and highly acclaimed 826 National writing labs. Created as a resource to reach all students (even those most resistant to creative writing), the off-beat and attention-grabbing lessons include such gems as Literary Facebooks, where students create a mock Facebook profile based on their favorite literary character, as well as highly practical lessons like the College Application Essay Boot Camp. These writing lessons are written by experts—and favorite novelists, actors, and other entertainers pitched in too. Road-tested lessons from a stellar national writing lab Inventive and unique lessons that will appeal to even the most difficult-to-reach students Includes a chart linking lessons to the Common Core State Standards 826 National is an organization committed to supporting teachers, publishing student work, and offering services for English language learners.

extra lives why video games matter tom bissell: Bit by Bit Andrew Ervin, 2017-05-02 An acclaimed critic argues that video games are the most vital art form of our time Video games have seemingly taken over our lives. Whereas gamers once constituted a small and largely male subculture, today 67 percent of American households play video games. The average gamer is now thirty-four years old and spends eight hours each week playing -- and there is a 40 percent chance this person is a woman. In Bit by Bit, Andrew Ervin sets out to understand the explosive popularity of video games. He travels to government laboratories, junk shops, and arcades. He interviews scientists and game designers, both old and young. In charting the material and technological history of video games, from the 1950s to the present, he suggests that their appeal starts and ends with the sense of creativity they instill in gamers. As Ervin argues, games are art because they are beautiful, moving, and even political -- and because they turn players into artists themselves.

extra lives why video games matter tom bissell: Gamish Edward Ross, 2020-11-05
Shortlisted for the British Book Design and Production Award for Graphic Novels 'A love letter to gaming in all its forms - from board games, to role-play, to virtual reality and video games. For fans of gaming, this is the perfect read. For those new to gaming, it is the perfect introduction' The Scotsman A thrilling illustrated journey through the history of video games and what they really

mean to us Pac-Man. Mario. Minecraft. Doom. Ever since he first booted up his brother's dusty old Atari, comic artist Edward Ross has been hooked on video games. Years later, he began to wonder: what makes games so special? Why do we play? And how do games shape the world we live in? This lovingly illustrated book takes us through the history of video games, from the pioneering prototypes of the 1950s to the modern era of blockbuster hits and ingenious indie gems. Exploring the people and politics behind one of the world's most exciting art-forms, *Gamish* is a love letter to something that has always been more than just a game.

extra lives why video games matter tom bissell: Koji Kondo's Super Mario Bros.

Soundtrack Andrew Schartmann, 2015-05-21 Koji Kondo's *Super Mario Bros.* (1985) score redefined video game music. With under three minutes of music, Kondo put to rest an era of bleeps and bleeps-the sterile products of a lab environment-replacing it with one in which game sounds constituted a legitimate form of artistic expression. Andrew Schartmann takes us through the various external factors (e.g., the video game crash of 1983, Nintendo's marketing tactics) that coalesced into a ripe environment in which Kondo's musical experiments could thrive. He then delves into the music itself, searching for reasons why our hearts still dance to the "primitive" 8-bit tunes of a bygone era. What musical features are responsible for Kondo's distinct "Mario sound"? How do the different themes underscore the vastness of Princess Peach's Mushroom Kingdom? And in what ways do the game's sound effects resonate with our physical experience of the world? These and other questions are explored within, through the lens of Kondo's compositional philosophy-one that would influence an entire generation of video game composers. As Kondo himself stated, "we [at Nintendo] were trying to do something that had never been done before." In this book, Schartmann shows his readers how Kondo and his team not just succeeded, but heralded in a new era of video games.

extra lives why video games matter tom bissell: Metagaming Stephanie Boluk, Patrick

LeMieux, 2017-04-04 The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as "games about games," metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In *Metagaming*, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing the way we play. *Metagaming* uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in *Portal*, perform clandestine acts of electronic espionage in *EVE Online*, compete and commentate in Korean *StarCraft*, and speedrun *The Legend of Zelda* in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of *Super Mario Bros.* is undermined by the endless levels of *Infinite Mario*, the frustrating pranks of *Asshole Mario*, and even *Super Mario Clouds*, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter, *Metagaming* transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames—we make metagames.

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