

Contents

	<i>List of illustrations</i>	vii
	<i>Acknowledgements</i>	viii
1	Studying Computer Games <i>David Buckingham</i>	1
2	Defining Game Genres <i>Andrew Burn and Diane Carr</i>	14
3	Games and Narrative <i>Diane Carr</i>	30
4	Play and Pleasure <i>Diane Carr</i>	45
5	Space, Navigation and Affect <i>Diane Carr</i>	59
6	Playing Roles <i>Andrew Burn</i>	72
7	Reworking the Text: Online Fandom <i>Andrew Burn</i>	88
8	Motivation and Online Gaming <i>Andrew Burn and Diane Carr</i>	103
9	Social Play and Learning <i>Gareth Schott and Maria Kambouri</i>	119
10	Agency in and around Play <i>Gareth Schott</i>	133

11	Film, Adaptation and Computer Games	149
	<i>Diane Carr with Diarmid Campbell and Katie Ellwood</i>	
12	Games and Gender	162
	<i>Diane Carr</i>	
13	Doing Game Analysis	179
	<i>David Buckingham</i>	
	<i>Notes</i>	<i>191</i>
	<i>Games Cited</i>	<i>195</i>
	<i>References</i>	<i>197</i>
	<i>Index</i>	<i>208</i>

List of Illustrations

1	A screenshot from <i>Baldur's Gate</i>	34
2	A player-character's statistics, <i>Baldur's Gate</i>	34
3	The inventory screen for Jaheira in <i>Baldur's Gate</i>	35
4	<i>Planescape Torment's</i> The Nameless One in conversation	61
5	The avatar Harry in <i>Silent Hill</i>	61
6	Cloud Strife – the avatar of <i>Final Fantasy VII</i>	73
7	The battle screen of <i>Final Fantasy VII</i> .	85
8	YAOI manga depicting an erotic relationship between Cloud and Sephiroth.	99
9	Representational motivations in <i>Anarchy Online</i>	106
10	Ludic motivations in <i>Anarchy Online</i>	110
11	Boys engaging in collaborative play	123
12	Abe interacts with a fellow Mudokon	136
13	'Abe Art' by Dipstikk	146
14	Depiction of a Shrykull	146