Table of Contents

Crossing Boundaries? Defining Boundaries!

An Introduction Joachim Friedmann | 7

DISCIPLINARY BOUNDARIES

Designing the Mystery

Elision and Exegesis in Games Clara Fernández-Vara | 49

I Am Your Monster No Longer

Reflections on the Humanization of a Heroic Figure and the Role of Semantic Items in GOD OF WAR IV Florian Nieser | 63

When Mad Science Found its Way in Digital Games

On the Ludification of a Cultural Myth Eugen Pfister | 95

MEDIAL BOUNDARIES

Serial Games in a Transmedial World A Typology for the Digital Age Sven Grampp | 121

Playing with Batman

(De-)Constructing Transmedial Characters in THE LEGO BATMAN MOVIE Vanessa Ossa/Hanns Christian Schmidt | 149

ONTOLOGICAL BOUNDARIES

The Multimodality of Immersion Robin Curtis | 173

Stories and Political Imaginaries

Self, Us, Now? Dirk Hoyer | 193

Shared Realities, Solitary Actions

Media Languages as Agents of Formation, Reinforcement, and Change J. Martin | 211

Gaming on Climate Change

Discursive Strategies of Environmental Problems in Strategy Games Alexander Preisinger/Andreas Endl | 225

Womanhood Beyond Stereotypes

Interrogating Women & Future-Making in Contemporary African Films Ezinne Ezepue | 247

Exploring Contemporary Southern African Culture through Animation and Video Games

A Case Study on KURHWA and THE TALE OF STAVO Eugene Mapondera | 281

Keeping Memory Alive through Digital Games

Relating to Real World Memories through Game Narratives in THROUGH THE DARKEST OF TIMES Jörg Friedrich | 293

Towards the Ludic Cyborg

History and Theory of Authorship in Western Modernity Gundolf S. Freyermuth | 305

Contributors | 361