

# Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives

Part of the Advances in Human and Social Aspects of Technology Book Series

Keri Duncan Valentine (West Virginia University, USA) and Lucas John Jensen (The University of Georgia, USA)

## Description:

With complex stories and stunning visuals eliciting intense emotional responses, coupled with opportunities for self-expression and problem solving, video games are a powerful medium to foster empathy, critical thinking, and creativity in players. As these games grow in popularity, ambition, and technological prowess, they become a legitimate art form, shedding old attitudes and misconceptions along the way.

**Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives** asks whether videogames have the power to transform a player and his or her beliefs from a sociopolitical perspective. Unlike traditional forms of storytelling, videogames allow users to immerse themselves in new worlds, situations, and politics. This publication surveys the landscape of videogames and analyzes the emergent gaming that shifts the definition and cultural effects of videogames.

## Readers:

This book is a valuable resource to game designers and developers, sociologists, students of gaming, and researchers in relevant fields.

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## Topics Covered:

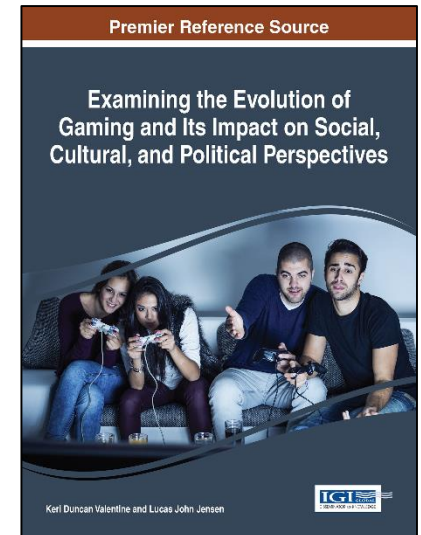
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## Table of Contents

### Foreword

Introduction to the Evolution of Gaming

*Casey O'Donnell, Michigan State University, United States of America*

### Preface

The Time our Kids Cheered Proteus and Other Stories: A Preface

Examining the Evolution of Gaming and Its Impact on Social, Political, and Cultural Perspectives

*Lucas John Jensen, Georgia Southern University, United States of America*

*Keri Duncan Valentine, West Virginia University, United States of America*

### Acknowledgment

#### Chapter 1

Toward Broader Definitions of 'Video Games': Shifts in Narrative, Player Goals, Subject Matter, and Digital Play Environments

*Lucas John Jensen, Georgia Southern University, United States of America*

*Daisyane Barreto, University of North Carolina-Wilmington, United States of America*

*Keri Duncan Valentine, West Virginia University, United States of America*

#### Chapter 2

Telling Tales with Technology: Remediating Folklore and Myth through the Videogame *Alan Wake*

*Dawn Stobart, Lancaster University, United Kingdom*

#### Chapter 3

"There are No Observers Here": The video Game Gaze in *Outlast* (2013) and *Outlast: Whistleblower* (2014)

*Hazel Monforton, Durham University, United Kingdom*

#### Chapter 4

The Game Space of *Dear Esther* and Beyond: Perspective Shift and the Subversion of Player Agency

*Harrington Weihl, Northwestern University, United States of America*

#### Chapter 5

Apportioned Commodity Fetishism and the Transformative Power of Game Studies

*Ken S. McAllister, University of Arizona, United States of America*

*Judd Ethan Ruggill, Arizona State University, United States of America*

*Tobias Conradi, Brandenburgisches Zentrum für Medienwissenschaften, Germany*

*Steven Conway, Swinburne University of Technology, Australia*

*Jennifer deWinter, Worcester Polytechnic Institute, United States of America*

*Chris Hanson, Syracuse University, United States of America*

*Carly A. Kocurek, Illinois Institute of Technology, United States of America*

*Kevin Moberly, Old Dominion University, United States of America*

*Randy Nichols, Bentley University, United States of America*

*Rolf F. Nohr, Hochschule für Bildende Künste Braunschweig, Germany*

*Marc A. Ouellette, Old Dominion University, United States of America*

#### Chapter 6

Co-Creation and the Distributed Authorship of Video Games

*Stephanie C. Jennings, Rensselaer Polytechnic Institute, United States of America*

#### Chapter 7

She Designs Therefore She Is?: Evolving Understandings of Video Game Design

*Carolyn M. Cunningham, Gonzaga University, United States of America*

#### Chapter 8

Gaming Before E-Sports: Playing with Gender in Early Gaming Communities, 1993-2001

*Marley-Vincent Lindsey, Brown University, United States of America*

#### Chapter 9

Serious Games Teaching Values: Discussing Games Dealing with Human Rights Issues

*Sonja Gabriel, KPH Vienna/Krems, Austria*

#### Chapter 10

Affordances and Constraints of Analog Games for Ethics Education: Dilemmas and Dragons

*Spencer P. Greenhalgh, Michigan State University, United States of America*

#### Chapter 11

Knowledge Production in E-sports Culture: Learning with and from the Masters

*Robert Hein, The Pennsylvania State University, The United States of America*

*Jason Engerman, The Pennsylvania State University, The United States of America*

#### Chapter 12

Gaming to Increase Reading Skills: A Case Study

*Laura Kieran, Drake University, United States of America*

*Christine Anderson, Western Illinois University, United States of America*

#### Chapter 13

Game/Write: Gameplay as a Factor in College-Level Literacy and Writing Ability

*Sandy Baldwin, Rochester Institute of Technology, United States of America*

*Nicholas D. Bowman, West Virginia University, United States of America*

*John Jones, West Virginia University, United States of America*

#### Chapter 14

Implementing a Game-Based Instructional Design Strategy in the Eighth Grade Science Classroom: Teaching Science the Chutes and Ladders Way!

*Angela Dowling, Suncrest Middle School, United States of America*

*Terence C. Ahern, West Virginia University, United States of America*

#### Chapter 15

Jamming Econo: The Phenomenon of Perspectival Shifts in Indie Video Games

*Keri Duncan Valentine, West Virginia University, United States of America*

*Lucas John Jensen, Georgia Southern University, United States of America*

#### Chapter 16

Playful Experiments: Conditions of "An Experience" in Touchscreen Games by a Non-Hermeneutic Perspective

*Jorge Luiz Cunha Cardoso Filho, Universidade Federal da Bahia, Brazil*

*Felippe Calazans Thomaz, Universidade Federal da Bahia, Brazil*

#### Chapter 17

Games People Play: A Trilateral Collaboration Researching Computer Gaming Across Cultures

*Sandy Baldwin, Rochester Institute of Technology, United States of America*

*Kwabena Opoku-Agyemang, West Virginia University, United States of America*

*Dibyadyuti Roy, West Virginia University, United States of America*

#### Chapter 18

Games Beyond the Screen: Festivals of Play Across the Western World

*William Zachary Wood, Stanford University, United States of America*

### Compilation of References

### About the Contributors

### Index

Keri Valentine is an Assistant Professor of Mathematics Education in the department of Curriculum and Instruction at West Virginia University's College of Education and Human Services. In addition to her role in the Mathematics Education program, she contributes to (Science, Technology, Engineering, Art, Mathematics) STEAM education transdisciplinary research endeavors as part of the WVU Center for Excellence in STEM Education. She earned her Ph.D. in Learning, Design, and Technology at The University of Georgia in 2014 where she conducted both design-based and postphenomenological research projects. One project includes designing a middle school mathematics learning environment integrating cases as alternative perspective with the goal of conveying complex relationships during the process of learning mathematics (see Space and Perspective <http://spaceandperspective.com/>). Her research is motivated by phenomenological questions that seek to understand how learning (especially shifts in perspective) manifests, especially related to complex spatial phenomenon. Recently, Keri collaborated with co-editor, Dr. Lucas Jensen, to both design, teach, and investigate summer game design camps for grades 5-12 learners, seeking to understand the design practices of young learners in these informal spaces. In addition to investigating learning and the design of formal and informal learning spaces, she also contributes to the field of qualitative inquiry, such as considering new ways we might conceptualize reflexive practice in living inquiry research.

Dr. Lucas John Jensen is an Assistant Professor in Leadership, Technology, and Human Development at Georgia Southern University. He has a B.A. in Political Science from Mississippi State University as well as two M.Eds from the University of Georgia in Social Science Education and Instructional Design and Development. For his Ph.D. research in Learning, Design, and Technology at the University of Georgia he studied the use of Twitter hashtags in the classroom. His research interests include video game design in education, motivating online students, and instructional social media usage. Lucas has taught educational media development, innovative technology usage, instructional design, and visual literacy. He also cooked crawfish in a gas station in Mississippi for a while. For the past seven years, he has been an instructor and counselor for a series of design-based summer and after-school youth programs dedicated to video game design electronic and hip-hop music, creative entrepreneurship, tabletop and role-playing games, among other subjects. Before coming to academia and education, Lucas worked for over a decade as a music industry professional, primarily in publicity and public relations. He has been playing video games since 1979 and has no intention of stopping. His favorite game of all time is Super Metroid.

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