Contemporary Research on Intertextuality in Video Games

Part of the Advances in Multimedia and Interactive Technologies Book Series

Christophe Duret (Université de Sherbrooke, Canada) and Christian-Marie Pons (Université de Sherbrooke, Canada)

Description:

Culture is dependent upon intertextuality to fuel the consumption and production of new media. The notion of intertextuality has gone through many iterations, but what remains constant is its stalwart application to bring to light what audiences value through the marriages of disparate ideology and references. Videogames, in particular, have a longstanding tradition of weaving texts together in multimedia formats that interact directly with players.

Contemporary Research on Intertextuality in Video Games brings together game scholars to analyze the impact of video games through the lenses of transmediality, intermediality, hypertextuality, architextuality, and paratextuality. Unique in its endeavor, this publication discusses the vast web of interconnected texts that feed into digital games and their players.

Readers:

This book is essential reading for game theorists, designers, sociologists, and researchers in the fields of communication sciences, literature, and media studies.

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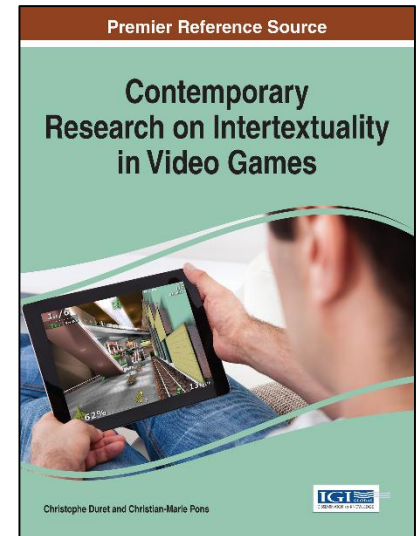
Topics Covered:

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- Hypertextuality
- Intermediality
- Musical Intertextuality
- Orientalism
- Procedural Intertextuality
- Totalizing Texts
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Preface

Acknowledgment

Christophe Duret is a PhD candidate in French studies at the Université de Sherbrooke (Quebec, Canada). His research focuses on online role-playing games, using a sociocritical approach. He is the founder and editor of the Éditions de l'Inframince.

Christian-Marie Pons is a Full Professor in the Département des lettres et communications at the Université de Sherbrooke (Quebec, Canada). His teaching and research deal with the emergence of modern communications (XIXth century) and the current deployment of new digital technologies, focusing more specifically on the visual and narrative dimensions of media culture.