



## **Re:Play: Game Design and Game Culture (New Literacies and Digital Epistemologies)**

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# Re:Play: Game Design and Game Culture (New Literacies and Digital Epistemologies)

## **Re:Play: Game Design and Game Culture (New Literacies and Digital Epistemologies)**

Computer and video games are only a few decades old, but in that short time they have exploded into our culture - as high-tech playtoys, as controversial popular media, and as a major economic force. *Re:Play* brings together game designers, new media artists, interdisciplinary curators and players in debate and conversation about technology and design, gaming addictions and geek subcultures, the aesthetics of violence, gender transgressions, the erotics of gaming, and the business of play - capturing the zeitgeist that is digital games.

User-friendly and fully illustrated, *Re:Play* includes a comprehensive game glossary.

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