

Extra Lives Why Video Games Matter Tom Bissell

“McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies.” —The Boston Globe “Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better.” —San Jose Mercury News “Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force.” —Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

Have you been naughty or nice? Get set for Christmas

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with our brand new magical Annual! Enjoy Elf-themed activities, stories and makes in this charming new Annual and help make it the best Christmas holiday ever! Includes recipes, craft ideas, quizzes, puzzles, jokes, fun facts, etc.

The #1 New York Times bestseller. Over 4 million copies sold! *Tiny Changes, Remarkable Results* No matter your goals, *Atomic Habits* offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: make time for new habits (even when

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life gets crazy); overcome a lack of motivation and willpower; design your environment to make success easier; get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

"An award-winning videogame writer offers a rare behind-the-scenes look inside the gaming industry, and expands on how games are transformed from mere toys into meaningful, artistic experiences"--

An Easy & Proven Way to Build Good Habits & Break Bad Ones

A Christian College on a Mission to Save America

Atomic Habits

Trapped in a Video Game

Terrible Old Games You've Probably Never Heard Of

Imaginary Games

A History of Storytelling in Video Games

Terrible Old Games You've Probably Never Heard Of is a full-colour illustrated compendium of the most painfully bad games, based on Ashens' YouTube series of the same name. Everyone's heard of E.T. for the Atari 2600 and Superman for the Nintendo 64, but these are almost nothing next to the abject incompetence of Count Duckula 2 on the Amstrad CPC. There are people who seriously believe that Shaq Fu is the worst fighting game

ever made, having never experienced Dangerous Streets on the Amiga. This book will blow their very soul apart. (Not a guarantee.) Terrible Old Games You've Probably Never Heard Of is meticulously researched and written, with the dry humour you'd expect from a man who has somehow made a living by sticking rubbish on a sofa and talking about it. Each entry is accompanied by a series of full-colour images from the games.

In this instant New York Times bestseller, Angela Duckworth shows anyone striving to succeed that the secret to outstanding achievement is not talent, but a special blend of passion and persistence she calls "grit." "Inspiration for non-geniuses everywhere" (People). The daughter of a scientist who frequently noted her lack of "genius," Angela Duckworth is now a celebrated researcher and professor. It was her early eye-opening stints in teaching, business consulting, and neuroscience that led to her hypothesis about what really drives success: not genius, but a unique combination of passion and long-term perseverance. In Grit, she takes us into the field to visit cadets struggling through their first days at West Point, teachers working in some of the toughest schools, and young finalists in the National Spelling Bee. She also mines fascinating insights from history and shows what can be gleaned from modern experiments in peak performance. Finally, she shares what she's learned from interviewing dozens of high achievers—from JP Morgan CEO Jamie Dimon to

New Yorker cartoon editor Bob Mankoff to Seattle Seahawks Coach Pete Carroll.

“Duckworth’s ideas about the cultivation of tenacity have clearly changed some lives for the better” (The New York Times Book Review).

Among Grit’s most valuable insights: any effort you make ultimately counts twice toward your goal; grit can be learned, regardless of IQ or circumstances; when it comes to child-rearing, neither a warm embrace nor high standards will work by themselves; how to trigger lifelong interest; the magic of the Hard Thing Rule; and so much more. Winningly personal, insightful, and even life-changing, Grit is a book about what goes through your head when you fall down, and how that—not talent or luck—makes all the difference. This is “a fascinating tour of the psychological research on success” (The Wall Street Journal).

Become a Player in the Business of Video Game Art Every year video games generate billions of dollars and some of the most dynamic and engaging artwork today. It’s an ever-growing field that holds great professional opportunity, but you need the right skills and savvy if you want to stake your claim. In How to Become a Video Game Artist, veteran video game designer Sam R. Kennedy provides the inside track on everything you need to forge a career in the world of video game art. Starting with the basics of game creation and a look at the artistic skills necessary to get started, Kennedy spotlights specific, key roles for creators—from concept artists to character animators to marketing

artists and beyond. Each chapter features screenshots from popular video games like Tom Clancy's Ghost Recon and World of Warcraft; interviews with video game art professionals who've worked for top gaming companies like BioWare, Blizzard, and Ubisoft; step-by-step examples of actual game art; and detailed breakdowns of the training and portfolio samples you'll need to make these jobs your own. For anyone who wants to go from gamer to game designer, this book contains all the secrets you'll need to rise to the top of one of the most exciting industries of our time.

"The robots are here and they're not happy, at all. After accidentally releasing the robot villains from Super Bot World 3 into the real world, Jesse Rigsby's got to figure out a way to make everything right before anyone gets hurt. He'd usually rely on his friend Eric to help him with this sort of thing, but he's gone missing. To find Eric, Jesse will have to survive rickety mine carts, sewer piranhas, mysterious men in suits and a 100-foot-tall robot named Goliatron. This is Jesse's most dangerous adventure yet because this time the video game is real. And in the real world, there are no extra lives"--Page 4 of cover.

How Video Games Transformed Our World

Death by Video Game

Blood, Sweat, and Pixels

How to Talk about Videogames

Heroes, Villains, and the Fight for Art and Soul in Video Games

How Fifty Years of Videogames Conquered Pop Culture

Second Person

Game designers, authors, artists, and scholars discuss how roles are played and how stories are created in role-playing games, board games, computer games, interactive fictions, massively multiplayer games, improvisational theater, and other "playable media." Games and other playable forms, from interactive fictions to improvisational theater, involve role playing and story—something played and something told. In *Second Person*, game designers, authors, artists, and scholars examine the different ways in which these two elements work together in tabletop role-playing games (RPGs), computer games, board games, card games, electronic literature, political simulations, locative media, massively multiplayer games, and other forms that invite and structure play. *Second Person*—so called because in these games and playable media it is "you" who plays the roles, "you" for whom the story is being told—first considers tabletop games ranging from *Dungeons & Dragons* and other RPGs with an explicit social component to Kim Newman's *Choose Your Own Adventure*-style novel *Life's Lottery* and its more traditional author-reader interaction. Contributors then examine computer-based playable structures that are designed for solo interaction—for the singular "you"—including the mainstream hit *Prince of Persia: The Sands of Time* and the genre-defining independent production *Façade*. Finally, contributors look at the intersection of the social spaces of play and the real world, considering, among other topics, the virtual communities of such *Massively Multiplayer Online Role Playing Games* (MMORPGs) as *World of Warcraft* and the political uses of digital gaming and role-playing techniques (as in *The Howard Dean for Iowa Game*, the first U.S. presidential campaign

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game). In engaging essays that range in tone from the informal to the technical, these writers offer a variety of approaches for the examination of an emerging field that includes works as diverse as George R.R. Martin's Wild Cards series and the classic Infocom game Planetfall. Appendixes contain three fully-playable tabletop RPGs that demonstrate some of the variations possible in the form.

Jesse Rigsby hates video games—and for good reason. You see, a video game character is trying to kill him. After getting sucked in the new game Full Blast with his friend Eric, Jesse starts to see the appeal of vaporizing man-size praying mantis while cruising around by jet pack. But pretty soon, a mysterious figure begins following Eric and Jesse, and they discover they can't leave the game. If they don't figure out what's going on fast, they'll be trapped for good!

...Traces the evolution of interactive video games by examining 13 landmark titles that challenged convention and captured players' imaginations worldwide...the focus on those that tell stories...-cover.

What makes video games so compelling, comforting and irresistible to the human mind?

The Ethics of Computer Games

Journalism at Play

The Ultimate History of Video Games, Volume 2

Video Games Around the World

Extra Lives

Grit

and Other Stories

Argues that video games go beyond entertainment and examines the principles that make these games valuable tools of learning and literacy.

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"A middle-grade nonfiction book about the history and impact on pop culture of video games"--

Extra Lives Why Video Games Matter Vintage

From the best-selling coauthor of *The Disaster Artist* and "one of America's best and most interesting

writers" (Stephen King), a new collection of stories that range from laugh-out-loud funny to disturbingly dark—unflinching portraits of women and men

struggling to bridge the gap between art and life A

young and ingratiating assistant to a movie star

makes a blunder that puts his boss and a major studio at grave risk. A long-married couple hires an escort

for a threesome in order to rejuvenate their

relationship. An assistant at a prestigious literary journal reconnects with a middle school frenemy and

finds that his carefully constructed world of

refinement cannot protect him from his past. A Bush

administration lawyer wakes up on an abandoned

airplane, trapped in a nightmare of his own making. In

these and other stories, Tom Bissell vividly renders

the complex worlds of characters on the brink of

artistic and personal crises—writers, video-game

developers, actors, and other creative types who see

things slightly differently from the rest of us. With its

surreal, poignant, and sometimes squirm-inducing

stories, *Creative Types* is a brilliant new offering from

one the most versatile and talented writers working in

America today.

What Video Games Have to Teach Us About Learning and Literacy. Second Edition

Significant Zero

My Epic Adventure Making Video Games

Robots Revolt

Occupational Outlook Handbook

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Revised and Updated Edition
Video Games and Well-being

Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of thirty-four. He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2, Left 4 Dead, BioShock, and Oblivion for, literally, days. If you are reading this flap copy, the same thing can probably be said of you, or of someone you know. Until recently, Bissell was somewhat reluctant to admit to his passion for games. In this, he is not alone. Millions of adults spend hours every week playing video games, and the industry itself now reliably outearns Hollywood. But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate. Along the way, we get firsthand portraits of some of the best minds (Jonathan Blow, Clint Hocking, Cliff Bleszinski, Peter Molyneux) at work in video game design today, as well as a shattering and deeply moving final chapter that describes, in searing detail, Bissell's descent into the world of Grand Theft Auto

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IV, a game whose themes mirror his own increasingly self-destructive compulsions. Blending memoir, criticism, and first-rate reportage, Extra Lives is like no other book on the subject ever published. Whether you love video games, loathe video games, or are merely curious about why they are becoming the dominant popular art form of our time, Extra Lives is required reading.

The Sunday Times bestselling memoir through video games by YouTube star DanNerdCubed Thirty-nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry, and their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and some for the first time in any language. Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the

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rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations. Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

This book examines how video game mechanics and narratives can teach players skills associated with increased psychological well-being. It integrates research from psychology, education, ludology, media studies, and communication science to demonstrate how game play can teach skills that have long been associated with increased happiness and prolonged life satisfaction,

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including flexible thinking, openness to experience, self-care, a growth mindset, solution-focused thinking, mindfulness, persistence, self-discovery and resilience. The chapters in this volume are written by leading voices in the field of game studies, including researchers from academia, the video gaming industry, and mental health practitioners paving the way in the field of "geek therapy." This book will advance our understanding of the potential of video games to increase our psychological well-being by helping to mitigate depression, anxiety, and stress and foster persistence, self-care, and resilience.

All Your Base Are Belong to Us

Elf on the Shelf Official Annual 2020

Hooked on Games

How to Become a Video Game Artist

Magic Hours

The Life and Extra Lives of a Professional Nerd

Video Game History from Pong and Pac-Man to Mario, Minecraft, and More

"As is true with many addictions, overuse of video games steals our valuable and limited time and minds." - Christie Morse, MD (Pediatric Ophthalmologist) "Shocking insights into the minds of hardcore gamers." - Daniel Hunt (Former Competitive Gamer) About the Book The multi-billion dollar video game industry is in the business of creating fun and enticing games that can be addictive. As addicted gamers feast on digital indulgences, real life is neglected and their

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reality crumbles around them. Headlines related to video games "New Mexico mom gets 25 years for starving daughter." - Fox News "China used prisoners in lucrative Internet gaming work." - Guardian News "Online gamer killed for selling virtual weapon." - Sydney Morning Herald "South Korean dies after games sessions." - BBC News

Hooked on Games is written by Brooke Strickland and Andrew Doan, MD, PhD, a physician with a research background in neuroscience, who battled his own addictions with video games. Dr. Doan was an addicted gamer, who at his peak, invested over 20,000 hours of playing games over a period of nine years. Dr. Doan's reckless compulsion to play games transformed him into a monster that almost destroyed his family, marriage, and career. He shares his expertise to educate others on the dangers of video game addiction and to provide hope for video game addicts and their families. Dr. Doan shares steps for gaming addicts to achieve recovery and steps for families and loved ones to intervene. Without attention to this quickest growing addiction, our society will suffer from the creation of Generation Vidiot, millions of people devoid of innovation and skills to live in the physical world.

*Award-winning essayist Tom Bissell explores the highs and lows of the creative process. He takes us from the set of *The Big Bang Theory* to the first novel of Ernest Hemingway to the final work of David Foster Wallace; from the films of Werner Herzog to the film of Tommy Wiseau to the editorial meeting in which Paula Fox's work was relaunched into the world. Originally published in magazines such as*

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The Believer, The New Yorker, and Harper's, these essays represent ten years of Bissell's best writing on every aspect of creation—be it Iraq War documentaries or video-game character voices—and will provoke as much thought as they do laughter. What are sitcoms for exactly? Can art be both bad and genius? Why do some books survive and others vanish? Bissell's exploration of these questions make for gripping, unforgettable reading.

*The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power "A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, RePlay Magazine As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of *The Ultimate History of Video Games*, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next*

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*evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f**k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, The Ultimate History of Video Games: Volume 2 explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.*

Videogames! Aren't they the medium of the twenty-first century? The new cinema? The apotheosis of art and entertainment, the realization of Wagnerian gesamtkunstwerk? The final victory of interaction over passivity? No, probably not. Games are part art and part appliance, part tableau and part toaster. In How to Talk about Videogames, leading critic Ian Bogost explores this paradox more thoroughly than any other author to date. Delving into popular, familiar games like Flappy Bird, Mirror's Edge, Mario Kart, Scribblenauts, Ms. Pac-Man, FarmVille, Candy Crush Saga, Bully, Medal of Honor, Madden NFL, and more, Bogost posits that videogames are as much like appliances as they are like art and media. We

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don't watch or read games like we do films and novels and paintings, nor do we perform them like we might dance or play football or Frisbee. Rather, we do something in-between with games. Games are devices we operate, so game critique is both serious cultural currency and self-parody. It is about figuring out what it means that a game works the way it does and then treating the way it works as if it were reasonable, when we know it isn't. Noting that the term games criticism once struck him as preposterous, Bogost observes that the idea, taken too seriously, risks balkanizing games writing from the rest of culture, severing it from the "rivers and fields" that sustain it. As essential as it is, he calls for its pursuit to unfold in this spirit: "God save us from a future of games critics, gnawing on scraps like the zombies that fester in our objects of study."

Game On!

Fuck Yeah, Video Games

The Triumphant, Turbulent Stories Behind How Video Games Are Made

Why Video Games Matter

The Power of Passion and Perseverance

The Lure and Cost of Video Game and Internet Addiction

Why Games Make Us Better and How They Can Change the World

Through the stories of gaming's greatest innovations and most beloved creations, journalist Harold Goldberg captures the creativity, controversy--and passion--behind the videogame's meteoric

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rise to the top of the pop-culture pantheon. Over the last fifty years, video games have grown from curiosities to fads to trends to one of the world's most popular forms of mass entertainment. But as the gaming industry grows in numerous directions and everyone talks about the advance of the moment, few explore and seek to understand the forces behind this profound evolution. How did we get from Space Invaders to Grand Theft Auto? How exactly did gaming become a \$50 billion industry and a dominant pop culture form? What are the stories, the people, the innovations, and the fascinations behind this incredible growth? Through extensive interviews with gaming's greatest innovators, both its icons and those unfairly forgotten by history, *All Your Base Are Belong To Us* sets out to answer these questions, exposing the creativity, odd theories--and passion--behind the twenty-first century's fastest-growing medium. Go inside the creation of: Grand Theft Auto * World of Warcraft * Bioshock * Kings Quest * Bejeweled * Madden Football * Super Mario Brothers * Myst * Pong * Donkey Kong * Crash Bandicoot * The 7th Guest * Tetris * Shadow Complex * Everquest * The Sims * And many more! Why computer games can be ethical, how

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players use their ethical values in gameplay, and the implications for game design. Despite the emergence of computer games as a dominant cultural industry (and the accompanying emergence of computer games as the subject of scholarly research), we know little or nothing about the ethics of computer games.

Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers. In this first scholarly exploration of the subject, Miguel Sicart addresses broader issues about the ethics of games, the ethics of playing the games, and the ethical responsibilities of game designers. He argues that computer games are ethical objects, that computer game players are ethical agents, and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties. Players should not be considered passive amoral creatures; they reflect, relate, and create with ethical minds. The games they play are ethical systems, with rules that create gameworlds with values at play. Drawing on concepts from philosophy and game studies, Sicart proposes a framework for analyzing the ethics of computer games as both designed

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objects and player experiences. After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics, Sicart offers case studies examining single-player games (using Bioshock as an example), multiplayer games (illustrated by Defcon), and online gameworlds (illustrated by World of Warcraft) from an ethical perspective. He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay.

An innovative guide to living gamefully, based on the program that has already helped nearly half a million people achieve remarkable personal growth In 2009, internationally renowned game designer Jane McGonigal suffered a severe concussion. Unable to think clearly or work or even get out of bed, she became anxious and depressed, even suicidal. But rather than let herself sink further, she decided to get better by doing what she does best: she turned her recovery process into a resilience-building game. What started as a simple motivational exercise quickly became a set of rules for “post-

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traumatic growth” that she shared on her blog. These rules led to a digital game and a major research study with the National Institutes of Health. Today nearly half a million people have played SuperBetter to get stronger, happier, and healthier. But the life-changing ideas behind SuperBetter are much bigger than just one game. In this book, McGonigal reveals a decade’s worth of scientific research into the ways all games—including videogames, sports, and puzzles—change how we respond to stress, challenge, and pain. She explains how we can cultivate new powers of recovery and resilience in everyday life simply by adopting a more “gameful” mind-set. Being gameful means bringing the same psychological strengths we naturally display when we play games—such as optimism, creativity, courage, and determination—to real-world goals. Drawing on hundreds of studies, McGonigal shows that getting superbetter is as simple as tapping into the three core psychological strengths that games help you build:

- Your ability to control your attention, and therefore your thoughts and feelings
- Your power to turn anyone into a potential ally, and to strengthen your existing relationships
- Your natural capacity to motivate yourself

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and super-charge your heroic qualities, like willpower, compassion, and determination SuperBetter contains nearly 100 playful challenges anyone can undertake in order to build these gameful strengths. It includes stories and data from people who have used the SuperBetter method to get stronger in the face of illness, injury, and other major setbacks, as well as to achieve goals like losing weight, running a marathon, and finding a new job. As inspiring as it is down to earth, and grounded in rigorous research, SuperBetter is a proven game plan for a better life. You'll never say that something is "just a game" again.

"The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers—which, in fact, he is." —Tom Bissell, author of Extra Lives: Why Video Games Matter On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet café while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other

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*incidents of "death by video game." And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that inspires such tremendous acts of endurance and obsession? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them . . . to death? In *Death by Video Game*, Parkin examines the medical evidence and talks to the experts to determine what may be happening, and introduces us to the players and game developers at the frontline of virtual extremism: the New York surgeon attempting to break the Donkey Kong world record . . . the Minecraft player three years into an epic journey toward the edge of the game's vast virtual world . . . the German hacker who risked prison to discover the secrets behind *Half-Life 2* . . . Riveting and wildly entertaining, *Death by Video Game* will change the way we think about our virtual playgrounds as it investigates what it is about them that often proves compelling, comforting, and irresistible to the human mind—except for when it's not.*

*Nintendo, Sony, Microsoft, and the Billion-Dollar Battle to Shape Modern Gaming
An Essay on the Pain of Playing Video*

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Games

SuperBetter

The Power of Living Gamefully

Creative Types

Control Freak

In Extra Lives, acclaimed writer and life-long video game enthusiast Tom Bissell takes the reader on an insightful and entertaining tour of the art and meaning of video games. In just a few decades, video games have grown increasingly complex and sophisticated, and the companies that produce them are now among the most profitable in the entertainment industry. Yet few outside this world have thought deeply about how these games work, why they are so appealing, and what they are capable of artistically.

Blending memoir, criticism, and first-rate reportage, Extra Lives is a milestone work about what might be the dominant popular art form of our time.

Can games be art or is all art a kind of game? A philosophical investigation of play and imaginary things.

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter.

Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games-and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom

Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. **Book Five: The Final Boss** Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

The designer of *Unreal* and *Gears of War* offers an eye-opening personal account of the video game industry as it grew from niche hobby to hundred-billion-dollar enterprise. Video games are dominating the planet. In 2020, they brought in \$180 billion dollars globally—nearly \$34 billion in the United States alone. So who are the brilliant designers who create these stunning virtual worlds? Cliff Bleszinski—or CliffyB as he is known to gamers—is one of the few who've reached mythical, rock star status. In *Control Freak*, he gives an unvarnished, all-access tour of the business. Toiling away in his bedroom, Bleszinski created and shipped his first game before graduating high school, and

at just seventeen joined a fledgling company called Epic Games. He describes the grueling hours, obscene amounts of Mountain Dew and obsessive focus necessary to achieve his singular creative visions. He details Epic's rise to industry leader, thanks largely to his work on bestselling franchises Unreal and Gears of War (and, later, his input on a little game called Fortnite), as well as his own awkward ascent from shy, acne-riddled introvert to sports car-driving celebrity rubbing shoulders with Bill Gates. As he writes, "No one is weirder than a nerd with money." While the book is laced with such self-deprecating humor, Bleszinski also bluntly addresses the challenges that have long-faced the gaming community, including sexism and a lack of representation among both designers and the characters they create. Control Freak is a hilarious, thoughtful, and inspiring memoir. Even if you don't play games, you'll walk away from this book recognizing them as a true art form and appreciating the genius of their creators. From Pong to Pokemon and Beyond . . . the Story Behind the Craze That Touched Our Lives and Changed the World

The Art of Failure
A Mind Forever Voyaging

The Insider's Guide to Landing a Job in the Gaming World

Trapped in a Video Game: The Complete Series

Press Start

A Memoir

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in *The Art of Failure*, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and

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allows us to experience it and experiment with it. *The Art of Failure* is essential reading for anyone interested in video games, whether as entertainment, art, or education. Behind the scenes at Patrick Henry College: “A deft and honest narrative of evangelical education . . . historical background, close observation and skeptical wit” (Publishers Weekly). One of the *Christian Science Monitor*’s annual “Books We Liked Best” Take a walk down the halls and into the dorms and hearts of tiny Patrick Henry College, a Christian school just outside the nation’s capital, where ambitious young evangelicals are groomed to become tomorrow’s conservative elite. The future front lines of politics, entertainment, and science will be commanded by these idealistic graduates, who plan to lead the battle in reclaiming a godless nation. *God’s Harvard* reveals the evangelical movement at a moment of crisis and climax, its future leaders struggling to resist the temptations of modern life even as they try to remake the world in their image. This is a vibrant, insightful look at kids who may very well be in charge of our country one day. “A rare accomplishment for many reasons—perhaps most of all because Rosin is a journalist who not only reports but also observes deeply.” —*San Francisco Chronicle* “Rosin is at her best when chronicling sympathetically the lives of these young evangelicals, as ambitious as their secular peers but single-minded in their focus on politics.” —*Chicago Tribune* “Nuanced and highly readable . . . With her feisty, richly detailed prose.” —*The Washington Post*

You have been awakened. Floppy disk inserted, computer turned on, a whirring, and then this sentence, followed by a blinking cursor. So begins *Suspended*, the first computer game to obsess seven-year-old Michael, to worm into his head and change his sense of reality. Thirty years later he will write: “Computer games have taught me the things you can't

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learn from people." Gamelife is the memoir of a childhood transformed by technology. Afternoons spent gazing at pixelated maps and mazes train Michael's eyes for the uncanny side of 1980s suburban Illinois. A game about pirates yields clues to the drama of cafeteria politics and locker-room hazing. And in the year of his parents' divorce, a spaceflight simulator opens a hole in reality. In telling the story of his youth through seven computer games, Michael W. Clune captures the part of childhood we live alone.

The definitive behind-the-scenes history of the dawn of video games and their rise into a multibillion-dollar business "For industry insiders and game players alike, this book is a must-have."—Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of *The Ultimate History of Video Games* reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. *The Ultimate History: Volume 1* tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday's games like *Space Invaders*, *Centipede*, and *Pac-Man* helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover

- the video game that saved Nintendo from bankruptcy
- the serendipitous story of *Pac-Man*'s design
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the misstep that helped topple Atari's \$2-billion-a-year empire

- the coin shortage caused by Space Invaders
- the fascinating reasons behind the rise, fall, and rebirth of Sega
- and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

Danger, Pleasure, and Obsession on the Virtual Frontline
Gamelife

Role-Playing and Story in Games and Playable Media

God's Harvard

Bit by Bit

Tales of Obsession from the Virtual Frontline

Newsgames

As Daniel Hardcastle careers towards thirty, he looks back on what has really made him happy in life: the friends, the romances... the video games. Told through encounters with the most remarkable - and the most mind-boggling - games of the last thirty-odd years, *Fuck Yeah, Video Games* is also a love letter to the greatest hobby in the world. From *God of War* to *Tomb Raider*, *Pokémon* to *The Sims*, Daniel relives each game with countless in-jokes, obscure references and his signature wit, as well as intricate, original illustrations by Rebecca Maughan. Alongside this march of merriment are chapters dedicated to the hardware behind the games: a veritable history of Sony, Nintendo, Sega and Atari consoles. Joyous, absurd, personal and at times swears, Daniel's memoir is a celebration of the sheer brilliance of video games.

NATIONAL BESTSELLER "The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related

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to game development.” — Rami Ismail, cofounder of Vlambeer and developer of Nuclear Throne Developing video games—hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In *Blood, Sweat, and Pixels*, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, *Blood, Sweat, and Pixels* reveals how bringing any game to completion is more than Sisyphean—it's nothing short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build *Dragon Age: Inquisition*; indie developer Eric Barone's single-handed efforts to grow country-life RPG *Stardew Valley* from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create *Destiny*, a brand new universe that they hoped would become as iconic as *Star Wars* and *Lord of the Rings*—even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute

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saves, Blood, Sweat, and Pixels is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

An acclaimed novelist and critic argues that video games are the most vital art form of our time. Video games have seemingly taken over our lives. Whereas gamers once constituted a small and largely male subculture, today 67 percent of American households play video games. The average gamer is now thirty-four years old and spends eight hours each week playing—and there is a 40 percent chance this person is a woman. In *Bit by Bit*, Andrew Ervin sets out to understand the explosive popularity of video games. He travels to government laboratories, junk shops, and arcades. He interviews scientists and game designers, both old and young. In charting the material and technological history of video games, from the 1950s to the present, he suggests that their appeal starts and ends with the sense of creativity they instill in gamers. As Ervin argues, games can be art because they are beautiful, moving, and even political.

How videogames offer a new way to do journalism. Journalism has embraced digital media in its struggle to survive. But most online journalism just translates existing practices to the Web: stories are written and edited as they are for print; video and audio features are produced as they would be for television and radio. The authors of *Newsgames* propose a new way of doing good journalism: videogames. Videogames are native

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to computers rather than a digitized form of prior media. Games simulate how things work by constructing interactive models; journalism as game involves more than just revisiting old forms of news production. Wired magazine's game *Cutthroat Capitalism*, for example, explains the economics of Somali piracy by putting the player in command of a pirate ship, offering choices for hostage negotiation strategies. Videogames do not offer a panacea for the ills of contemporary news organizations. But if the industry embraces them as a viable method of doing journalism—not just an occasional treat for online readers—newsgames can make a valuable contribution.

The Ultimate History of Video Games, Volume 1
Reality Is Broken