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Coin Operated Americans Rebooting Boyhood At The Video Game Arcade

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Brock, Amanda C. Cote, Tobias M.
Scholz**

Coin Operated Americans Rebooting Boyhood At The Video Game Arcade:

Coin-Operated Americans Carly A. Kocurek, 2015-09-30 Video gaming it's a boy's world right? That's what the industry wants us to think. Why and how we came to comply are what Carly A. Kocurek investigates in this provocative consideration of how an industry's craving for respectability hooked up with cultural narratives about technology, masculinity, and youth at the video arcade. From the dawn of the golden age of video games with the launch of Atari's Pong in 1972 through the industry-wide crash of 1983 to the recent nostalgia-bathed revival of the arcade, *Coin Operated Americans* explores the development and implications of the video gamer as a cultural identity. This cultural historical journey takes us to the Twin Galaxies arcade in Ottumwa, Iowa, for a close look at the origins of competitive gaming. It immerses us in video gaming's first moral panic generated by Exidy's *Death Race* 1976, an unlicensed adaptation of the film *Death Race* 2000. And it ventures into the realm of video game films such as *Tron* and *WarGames*, in which gamers become brilliant boyish heroes. Whether conducting a phenomenological tour of a classic arcade or evaluating attempts then and now to regulate or eradicate arcades and coin-op video games, Kocurek does more than document the rise and fall of a now booming industry. Drawing on newspapers, interviews, oral history, films, and television, she examines the factors and incidents that contributed to the widespread view of video gaming as an enclave for young men and boys. A case study of this once emergent and now revived medium became the presumed enclave of boys and young men. *Coin Operated Americans* is history that holds valuable lessons for contemporary culture as we struggle to address pervasive sexism in the domain of video games and in the digital working world beyond.

The Digital Role-Playing Game and Technical Communication Daniel Reardon, David Wright, 2021-04-22 With annual gross sales surpassing 100 billion U.S. dollars each of the last two years, the digital games industry may one day challenge theatrical release movies as the highest-grossing entertainment media in the world. In their examination of the tremendous cultural influence of digital games, Daniel Reardon and David Wright analyze three companies that have shaped the industry: Bethesda, located in Rockville, Maryland, USA; BioWare, in Edmonton, Alberta, Canada; and CD Projekt Red, in Warsaw, Poland. Each company has used social media and technical content in the games to promote players' belief that players control the companies' game narratives. The result has been, at times, explosive, as empowered players often attempted to co-opt the creative processes of games through discussion board forum demands, fund-raising campaigns to persuade companies to change or add game content, and modifications/modding of the games through fan-created downloads. The result has changed the way we understand the interactive nature of digital games and the power of fan culture to shape those games.

Intellivision Tom Boellstorff, Braxton Soderman, 2024-11-05 The engaging story of Intellivision, an overlooked videogame system from the late 1970s and early 1980s whose fate was shaped by Mattel, Atari, and countless others who invented the gaming industry. Astrosmash, Snafu, Star Strike, Utopia—do these names sound familiar to you? No. Maybe they were all videogames created for the Intellivision videogame system sold by Mattel Electronics between 1979 and 1984. This system

was Atari's main rival during a key period when videogames were moving from the arcades into the home. In *Intellivision* Tom Boellstorff and Braxton Soderman tell the fascinating inside story of this overlooked gaming system. Along the way they also analyze Intellivision's chips and code, games, marketing and business strategies, organizational and social history and the cultural and economic context of the early US games industry from the mid 1970s to the great videogame industry crash of 1983. While many remember Atari, Intellivision has largely been forgotten. As such, Intellivision fills a crucial gap in videogame scholarship, telling the story of a console that sold millions and competed aggressively against Atari. Drawing on a wealth of data from both institutional and personal archives and over 150 interviews with programmers, engineers, executives, marketers and designers, Boellstorff and Soderman examine the relationship between videogames and toys, an under-analyzed aspect of videogame history, and discuss the impact of home computing on the rise of videogames, the gendered implications of play and videogame design at Mattel, and the blurring of work and play in the early games industry.

HCI International 2019 - Posters Constantine Stephanidis, 2019-07-10 The three volume set CCIS 1032, CCIS 1033 and CCIS 1034 contains the extended abstracts of the posters presented during the 21st International Conference on Human Computer Interaction (HCII 2019) which took place in Orlando, Florida in July 2019. The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. The 208 papers presented in these three volumes are organized in topical sections as follows: Part I: design, development and evaluation, methods and technique, multimodal interaction, security and trust, accessibility and universal access, design and user experience, case studies; Part II: interacting with games, human robot interaction, AI and machine learning in HCI, physiological measuring, object motion and activity recognition, virtual and augmented reality, intelligent interactive environments; Part III: new trends in social media, HCI in business, learning technologies, HCI in transport and autonomous driving, HCI for health and well-being.

Fans and Videogames Melanie Swalwell, Angela Ndalanian, Helen Stuckey, 2017-03-03 This anthology addresses videogames' long history of fandom and fans' important role in game history and preservation. In order to better understand and theorize video games and game playing, it is necessary to study the activities of gamers themselves. Gamers are active creators in generating meaning; they are creators of media texts they share with other fans: mods, walkthroughs, machinima, etc. and they have played a central role in curating and preserving games through activities such as their collective work on emulation, creating online archives and the forensic archaeology of code. This volume brings together essays that explore game fandom from diverse perspectives that examine the complex processes at work in the phenomenon of game fandom and its practices. Contributors aim to historicize game fandom, recognize fan contributions to game history and critically assess the role of fans in ensuring that game culture endures through the development of archives.

Representations of Poverty in Videogames Adam Crowley, 2022-05-31 This book argues that videogames address contemporary middle class anxieties about poverty in the United States. The early chapters consider gaming as a modern form of slumming and explore the ways in which titles like

The Elder Scrolls V Skyrim and World of Warcraft thematize poverty The argument turns to the field of literary studies to identify analytical frameworks for addressing and understanding these themes Throughout the book considers how the academic area of inquiry known as game studies has developed over time and makes use of such scholarship to present frame and value its major claims and findings In its conclusion the book models how poverty themes might be identified and associated for the purpose of gaining greater insights into how games can shape and also be shaped by the player s economic expectations *Game Design Issues, Trend and Challenges (UTeM Press)* Ibrahim Ahmad, Nazreen Abdullasim, 2019-01-10

Game Design Issues Trend and Challenges is a book of chapter containing articles written by some authors who have been involved in research related to game design The contents of this book begins with the presentation of issues in game design in the game design trend and end up with challenges in game design in the future This book is expected to be a reference to students researchers and individuals involved directly in the game design industry or who are interested in the field of game development *Transgression in Games and Play* Kristine Jorgensen, Faltin Karlsen, 2019-02-05 Contributors from a range of disciplines explore boundary crossing in videogames examining both transgressive game content and transgressive player actions Video gameplay can include transgressive play practices in which players act in ways meant to annoy punish or harass other players Videogames themselves can include transgressive or upsetting content including excessive violence Such boundary crossing in videogames belies the general idea that play and games are fun and non serious with little consequence outside the world of the game In this book contributors from a range of disciplines explore transgression in video games examining both game content and player actions The contributors consider the concept of transgression in games and play drawing on discourses in sociology philosophy media studies and game studies offer case studies of transgressive play considering among other things how gameplay practices can be at once playful and violations of social etiquette investigate players emotional responses to game content and play practices examine the aesthetics of transgression focusing on the ways that game design can be used for transgressive purposes and discuss transgressive gameplay in a societal context By emphasizing actual player experience the book offers a contextual understanding of content and practices usually framed as simply problematic Contributors Fraser Allison Kristian A Bj rkelo Kelly Boudreau Marcus Carter Mia Consalvo Rhys Jones Kristine J rgensen Faltin Karlsen Tomasz Z Majkowski Alan Meades Torill Elvira Mortensen V ctor Navarro Remesal Holger P tzsch John R Sageng Tanja Sihvonen Jaakko Stenros Ragnhild Tronstad Hanna Wirman

Respawn Colin Milburn, 2018-12-14 Colin Milburn examines the relationships between video games hackers and science fiction showing how games provide models of social and political engagement critique and resistance while offering a vital space for players and hacktivists to challenge centralized power and experiment with alternative futures *A Play of Bodies* Brendan Keogh, 2018-04-06 An investigation of the embodied engagement between the playing body and the videogame how player and game incorporate each other Our bodies engage with videogames in complex and fascinating ways Through an

entanglement of eyes on screens ears at speakers and muscles against interfaces we experience games with our senses But as Brendan Keogh argues in *A Play of Bodies* this corporal engagement goes both ways as we touch the videogame it touches back augmenting the very senses with which we perceive Keogh investigates this merging of actual and virtual bodies and worlds asking how our embodied sense of perception constitutes and becomes constituted by the phenomenon of videogame play In short how do we perceive videogames Keogh works toward formulating a phenomenology of videogame experience focusing on what happens in the embodied engagement between the playing body and the videogame and anchoring his analysis in an eclectic series of games that range from mainstream to niche titles Considering smartphone videogames he proposes a notion of co attentiveness to understand how players can feel present in a virtual world without forgetting that they are touching a screen in the actual world He discusses the somatic basis of videogame play whether games involve vigorous physical movement or quietly sitting on a couch with a controller the sometimes overlooked visual and audible pleasures of videogame experience and modes of temporality represented by character death failure and repetition Finally he considers two metaphorical characters the hacker representing the hegemonic masculine gamers concerned with control and configuration and the cyborg less concerned with control than with embodiment and incorporation

The Routledge Companion to Media Audiences Annette Hill, Peter Lunt, 2024-09-27 *The Routledge Companion to Media Audiences* captures the ways in which audiences and audience researchers are adapting to emerging social cultural market technical and environmental conditions Bringing together 40 original essays this anthology explores how our constantly changing encounters with media are complex contradictory and increasingly commercialized in the modern world Each specially commissioned chapter by both early career and experienced international scholars surveys new conceptualizations and constitutions of audiences and assesses key issues themes and developments within the field As such this companion cements itself as an indispensable guide for students and researchers who seek a comprehensive overview and source of inspiration for a diverse range of topics in media audiences *The Routledge Companion to Media Audiences* is an accessible landmark tool which enhances our understanding of how media is utilized through advanced empirical research and methodological enquiry It is a must read for media studies communication studies cultural studies humanities and social science scholars and students

The Intimate Life of Computers Reem Hilu, 2024-11-19 A feminist perspective on the early history of personal computing revealing how computers were integrated into the most intimate aspects of family life *The Intimate Life of Computers* shows how the widespread introduction of home computers in the 1980s was purposefully geared toward helping sustain heteronormative middle class families by shaping relationships between users Moving beyond the story of male dominated computer culture this book emphasizes the neglected history of the influence of women s culture and feminist critique on the development of personal computing despite women s underrepresentation in the industry Proposing the notion of companionate computing Reem Hilu reimagines the spread of computers into American homes as the history of an

interpersonal romantic and familial medium She details the integration of computing into family relationships from helping couples have better sex and offering thoughtful simulations of masculine seduction to animating cute robot companions and giving voice to dolls that could talk to lonely children underscoring how these computer applications directly responded to the companionate needs of their users as a way to ease growing pressures on home life *The Intimate Life of Computers* is a vital contribution to feminist media history highlighting how the emergence of personal computing dovetailed with changing gender roles and other social and cultural shifts Eschewing the emphasis on technologies and institutions typically foregrounded in personal computer histories Hilu uncovers the surprising ways that domesticity and family life guided the earlier stages of our all pervasive digital culture *Media Materialities* Iain A. Taylor, Dr. Oliver Carter, 2023-11-28 Provides new perspectives on the increasingly complex relationships between media forms and formats materiality and meaning Drawing on a range of qualitative methodologies our consideration of the materiality of media is structured around three overarching concepts form the physical qualities of objects and the meanings which extend from them format objects considered in relation to the protocols which govern their use and the meanings and practices which stem from them and ephemeral meaning the ways in which media artefacts are captured transformed and redefined through changing social cultural and technological values Each section includes empirical chapters which provide expansive discussions of perspectives on media and materiality It considers a range of media artefacts such as 8mm film board games maps videogames cassette tapes transistor radios and Twitter amongst others These are punctuated with a number of short takes less formal often personal takes exploring the meanings of media in context We seek to consider the materialities which emerge across the broad and variegated range of the term s use and to create spaces for conversation and debate about the implications that this plurality of material meanings might have for the study of study of media culture and society **Hideo Kojima** Bryan Hikari Hartzheim, 2023-08-24 An exploration of the influential work of Hideo Kojima creator of cinematic titles such as the blockbuster Metal Gear Solid franchise which has moved over 50 million units globally as well as Snatcher Policenauts and Death Stranding As the architect of the Metal Gear Solid franchise Kojima is synonymous with the stealth game genre where tension and excitement is created from players avoiding enemies rather than confronting them Through the franchise Kojima also helped to bridge the gap between games and other forms of media arguing that games could be deep experiences that unearthed complex emotions from players on the same level as films or novels Drawing on archives of interviews in English and Japanese with Kojima and his team as well as academic discourses of social political games and cinematic narrative world building this book examines Kojima s progressive game design as it applies to four key areas socially relevant narratives cinematic aesthetics thematically connected systems and reflexive spaces **Routledge Handbook of Esports** Seth E. Jenny, Nicolas Besombes, Tom Brock, Amanda C. Cote, Tobias M. Scholz, 2024-09-24 The Routledge Handbook of Esports offers the first fully comprehensive interdisciplinary study of esports one of the fastest

growing sectors of the contemporary sports and entertainment industries Global in coverage the book emphasizes the multifaceted nature of esports and explores the most pressing issues defining the competitive video gaming landscape today Featuring the work of 93 leading esports academics and industry specialists from around the world and rigorously peer reviewed the book is structured around ten key themes 1 Introduction to Esports 2 Esports Research 3 Esports Players 4 Esports Business and Management 5 Esports Media and Communication 6 Esports Education 7 Critical Concerns in Esports 8 Global Esports Cultures 9 Esports Future Directions and 10 Key Terms Definitions Examining the current state of esports emerging areas of interest and the ongoing debates shaping the esports industry each of the 62 chapters offers key highlights an assessment of the latest research practical esports examples and recommendations and is complemented by enlightening case studies or industry interviews For further academic and professional depth chapters also include a guide to recommended additional resources Explaining technical terms and gaming jargon in a user friendly manner and maintaining a balanced tone throughout this handbook is essential reading for any student or researcher with an interest in esports gaming or sport studies and for any practitioner or policy maker working in the esports industry

Game Development from Idea to Prototype (UTeM Press) Ibrahim Ahmad, Nazreen Abdullasim, 2020-01-09 Game Development From Idea to Prototype is a book that brings together several articles written by those who are engaged in the field of gaming technology especially in the development of game applications or in the areas of research related to games Each chapter in this book is written in order of content so that it is easy to understand This book is a great reference and read for anyone interested in the game technology world By emphasizing the theory and conceptual game development process clear and detailed explanations are very helpful and informative to readers It is hoped that this book will be useful in disseminating knowledge as well as a guide to readers

Global esports Dal Yong Jin, 2021-03-25 Global esports explores the recent surge of esports in the global scene and comprehensively discusses people's understanding of this spectacle By historicizing and institutionalizing esports the contributors analyze the rapid growth of esports and its implications in culture and digital economy Dal Yong Jin curates a discussion as to why esports has become a global phenomenon From games such as Spacewar to Starcraft to Overwatch a key theme distinguishing this collection from others is a potential shift of esports from online to mobile gaming The book addresses why many global game players and fans play and enjoy online and mobile games in professional game competitions and therefore they investigate the manner in which the transfer to from and between online and mobile gaming culture is occurring in a specific subset of global youth The remaining focus identifies the major platforms used to enjoy esports including broadcasting and smartphones By analyzing these unexamined or less discussed agendas this book sheds light on the current debates on the growth of global esports culture

Gender and Action Films Steven Gerrard, Renée Middlemost, 2022-11-24 Focusing on a less acknowledged period in Action Cinema history Gender and Action Films prioritises female led action movies and champion a more meaningful interaction and representation between the Action

genre and contemporary issues of race sexuality and gender *Alternative Historiographies of the Digital Humanities*

Dorothy Kim, Adeline Koh, 2021 *Alternative Historiographies of the Digital Humanities* examines the process of history in the narrative of the digital humanities and deconstructs its history as a straight line from the beginnings of humanities computing By discussing alternative histories of the digital humanities that address queer gaming feminist game studies praxis Cold War military industrial complex computation the creation of the environmental humanities monolingual discontent in DH the hidden history of DH in English studies radical media praxis cultural studies and DH indigenous futurities Pacific Rim post colonial DH the issue of scale and DH the radical indigenous feminist histories of the digital database and the possibilities for an antifascist DH this collection hopes to re set discussions of the DH straight white origin myths Thus this collection hopes to reexamine the silences in such a straight and white masculinist history and how power comes into play to shape this straight white DH narrative Page 4 of cover **Woke Gaming** Kishonna L. Gray, David J. Leonard, 2018-11-13 From Gamergate to the 2016 election to the daily experiences of marginalized perspectives gaming is entangled with mainstream cultures of systematic exploitation and oppression Whether visible in the persistent color line that shapes the production dissemination and legitimization of dominant stereotypes within the industry itself or in the dehumanizing representations often found within game spaces many video games perpetuate injustice and mirror the inequities and violence that permeate society as a whole Drawing from groundbreaking research on counter and oppositional gaming and from popular games such as World of Warcraft and Tomb Raider *Woke Gaming* examines resistance to problematic spaces of violence discrimination and microaggressions in gaming culture The contributors of these essays seek to identify strategies to detox gaming culture and orient players and gamers toward progressive ends From Anna Anthropy's *Keep Me Occupied* to Momo Pixel's *Hair Nah* video games can reveal the power and potential for marginalized communities to resist and otherwise challenge dehumanizing representations inside and outside of game spaces In a moment of MeToo BlackLivesMatter and efforts to transform current political realities *Woke Gaming* illustrates the power and potential of video games to foster change and become a catalyst for social justice

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