Game Invaders: The Theory and Understanding of Computer Games
Clive Fencott, Jo Clay, Mike Lockyer, Paul Massey

(120 Days)

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DESCRIPTION

Presenting a holistic and thoroughly practical investigation of the true nature of computer games that arms readers with a small yet powerful set of theories for developing unique approaches to understanding games. Game Invaders fully integrates genre theory, new media aesthetics, perceptual opportunities, and semiotics into a practical DIY toolkit for games analysis—offering detailed guidance for how to conduct in-depth critiques of game content and gameplay.

Featuring an informal and witty writing style, the book devotes a number of chapters to specific games from all eras, clearly demonstrating the practical application of the theories to modern, large-scale computer games. Readers will find:

• Suggestions on how to apply the DIY package to major issues central to understanding computer games and their design • Coverage of the semiotics of video games, laying the foundation for such topics as the role of agency and virtual storytelling • Tasks and solutions for readers wishing to practice techniques introduced in the book • A companion website featuring access to an app that enables the reader to conduct their own activity profiling of games
An important resource for those wishing to dig deeper into the games they design, Game Invaders gives game designers the skills they need to stand out from the crowd. It is also a valuable guide for anyone wishing to learn more about computer games, virtual reality, and new media.

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ABOUT THE AUTHOR

CLIVE FENCOTT, PhD, is a freelance writer and researcher in new media. For many years, he taught and researched the theory of computer games at Teesside University in the UK. He also worked in the games industry. Dr. Fencott has authored over fifty publications, including the successful textbook *Formal Methods for Concurrency*.

MIKE LOCKYER, BSc, PhD, is a Professor of Web Services at Teesside University, where he has taught for over twenty-five years. He has published over thirty journal papers, successfully supervised more than ten PhDs, and is currently involved with developments in web services and rich client applications.

JO CLAY completed a multimedia master's degree at Teesside University, under the supervision of Clive Fencott, before joining the games analysis team. As a gamer herself and apprentice semiotician, Jo assisted in the development of the Game Invaders method for application in computer software.

PAUL MASSEY, CEng, MBCS, CITP, is a senior lecturer in computing at Teesside University, where he teaches and consults on databases. Paul believes databases are central to most IT systems and applies techniques (such as data mining) to a range of disciplines (such as games analysis and decision support).

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FEATURES

- Introduces a practical critical method for analyzing existing games and designing future games.
- Encourages a depth of thinking about games that can help a young designer stand out from the crowd.
- Personable, engaging, and quirky writing style.
- Pays close attention to several games outside of the mainstream.
- To be supported by educational website materials.

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