



The Routledge Companion to Video Game Studies (Routledge Companions)

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The number of publications dealing with video game studies has exploded over the course of the last decade, but the field has produced few comprehensive reference works. *The Routledge Companion to Video Game Studies*, compiled by well-known video game scholars Mark J. P. Wolf and Bernard Perron, aims to address the ongoing theoretical and methodological development of game studies, providing students, scholars, and game designers with a definitive look at contemporary video game studies.

Features include:

- comprehensive and interdisciplinary models and approaches for analyzing video games;
- new perspectives on video games both as art form and cultural phenomenon;
- explorations of the technical and creative dimensions of video games;
- accounts of the political, social, and cultural dynamics of video games.

Each essay provides a lively and succinct summary of its target area, quickly bringing the reader up-to-date on the pertinent issues surrounding each aspect of the field, including references for further reading. Together, they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student, scholar, and designer alike.

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