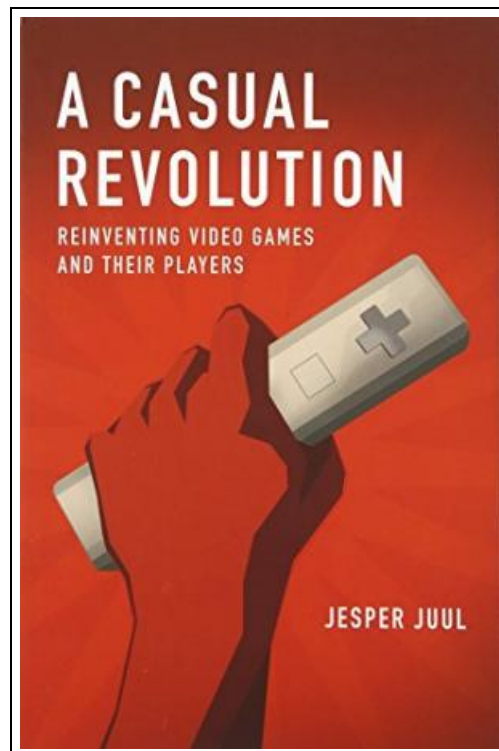


## A Casual Revolution: Reinventing Video Games and Their Players (Paperback)



Filesize: 2.56 MB

### **Reviews**

*It is simple in read through safer to comprehend. This is for anyone who statte that there was not a really worth reading through. It is extremely difficult to leave it before concluding, once you begin to read the book.*  
**(Samanta Klein)**

## A CASUAL REVOLUTION: REINVENTING VIDEO GAMES AND THEIR PLAYERS (PAPERBACK)

[DOWNLOAD](#)

MIT Press Ltd, United States, 2012. Paperback. Condition: New. Language: English . Brand New Book. How casual games like Guitar Hero, Bejeweled, and those for Nintendo Wii are expanding the audience for video games. We used to think that video games were mostly for young men, but with the success of the Nintendo Wii, and the proliferation of games in browsers, cell phone games, and social games video games changed changed fundamentally in the years from 2000 to 2010. These new casual games are now played by men and women, young and old. Players need not possess an intimate knowledge of video game history or devote weeks or months to play. At the same time, many players of casual games show a dedication and skill that is anything but casual. In A Casual Revolution, Jesper Juul describes this as a reinvention of video games, and of our image of video game players, and explores what this tells us about the players, the games, and their interaction. With this reinvention of video games, the game industry reconnects with a general audience. Many of today s casual game players once enjoyed Pac-Man, Tetris, and other early games, only to drop out when video games became more time-consuming and complex. Juul shows that it is only by understanding what a game requires of players, what players bring to a game, how the game industry works, and how video games have developed historically that we can understand what makes video games fun and why we choose to play (or not to play) them. Important Notice: The digital edition of this book is missing some of the images found in the physical edition.

[Read A Casual Revolution: Reinventing Video Games and Their Players \(Paperback\) Online](#)[Download PDF A Casual Revolution: Reinventing Video Games and Their Players \(Paperback\)](#)

## Relevant eBooks



### **Games with Books : 28 of the Best Childrens Books and How to Use Them to Help Your Child Learn - From Preschool to Third Grade**

Book Condition: Brand New. Book Condition: Brand New.

[Save ePub »](#)



### **Games with Books : Twenty-Eight of the Best Childrens Books and How to Use Them to Help Your Child Learn - from Preschool to Third Grade**

Book Condition: Brand New. Book Condition: Brand New.

[Save ePub »](#)



### **365 Games Smart Toddlers Play, 2E: Creative Time to Imagine, Grow and Learn**

Sourcebooks, 2006. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Table of Contents Section One: Day-to-Day Life Chapter 1: Toddler Survival Tips Parent-to-Parent Bonding Stay Safe Just the Two...

[Save ePub »](#)



### **Daddyteller: How to Be a Hero to Your Kids and Teach Them What s Really by Telling Them One Simple Story at a Time**

Createspace, United States, 2013. Paperback. Book Condition: New. 214 x 149 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.You have the power, Dad, to influence and educate your child. You can...

[Save ePub »](#)



### **Ready, Set, Preschool! : Stories, Poems and Picture Games with an Educational Guide for Parents**

Book Condition: Brand New. Book Condition: Brand New.

[Save ePub »](#)