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School Related Computer Game Pedagogy: Core Subjects and Tasks.- 40Danny Kringiel: Learning to Play: Video Game Literacy in the Classroom.- 41Johannes Fromme: Digital Games and Media Education in the Classroom: Some Starting Points, Challenges and Perspectives.- 42Jose P. Zagal: Why a Game Canon for Game Studies Education is Wrong.

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critical debates that are shaping the emerging field of Game Studies and an analysis of computer games as the most popular...

Game Cultures: Computer Games as New Media - Jon Dovey ...

I have just finished reading Jon Dovey and Helen W. Kennedy, *Game Cultures: Computer Games as New Media*. I really enjoyed *Game Cultures*, and it was especially interesting because the first half of it was read in parallel with Marie Laure Ryan's *Narrative as Virtual Reality* from 2001.

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Altmetric - Computer Games and New Media Cultures

New media are forms of media that are computational and rely on computers for redistribution. Some examples of new media are computer animations, computer games, human-computer interfaces, interactive computer installations, websites, and virtual worlds.

New media - Wikipedia

Professor and new media theorist Lev Manovich describes new media as being native to computers or relying on computers for distribution: websites, human-computer interface, virtual worlds, virtual reality, multimedia, computer games, computer animation, digital video, special effects in cinema and interactive computer installations.

What Is New Media? | Southeastern University Online

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Digital games are a part of everyday media culture and a unique type of new media. "Digital games and game worlds open up cultural spaces themselves, and, unlike other new media and virtual environments, these spaces are framed as 'playful' from the outset," Johannes Fromme and Alexander Unger write in the book Computer Games and New Media Cultures.

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Computer Games and New Media Cultures: A Handbook of Digital Games Studies Johannes Fromme, Alexander Unger

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