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Game Studies

Hypertext 3.0: Critical Theory and...

Electronic Literature: New Horizon...

How We Think: Digital Media and Co...

Cybertext: Perspectives on Ergodic...

Theory-Less Postmodern Art Approach...

Hamlet on the Holodeck: The Future...

How to Do Things in Videogames

Persuasive Games: The Expressive P...

Half-Real: Video Games Between Real...

Homo Ludens: Von der Entstehung der Kult...

Reality Is Broken: Why Games Make...

Theory of Fun in Game Design

Ready, Aim, Break!

The Art of Game Design: A book of ...

Rules of Play: Game Design Fundame...