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Half-Real: Video Games between Real Rules and Fictional Worlds (MIT Press)

Jesper Juul

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A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. In this thought-provoking study, Jesper Juul examines the constantly evolving tension between rules and fiction in video games. Discussing games from *Pong* to *The Legend of Zelda*, from chess to *Grand Theft Auto*, he shows how video games are both a departure from and a development of traditional non-electronic games. The book combines perspectives from such fields as literary and film theory, computer science, psychology, economic game theory, and game studies, to outline a theory of what video games are, how they work with the player, how they have developed historically, and why they are fun to play.

Locating video games in a history of games that goes back to Ancient Egypt, Juul argues that there is a basic affinity between games and computers. Just as the printing press and the cinema have promoted and enabled new kinds of storytelling, computers work as enablers of games, letting us play old games in new ways and allowing for new kinds of games that would not have been possible before computers. Juul presents a classic game model, which describes the traditional construction of games and points to possible future developments. He examines how rules provide challenges, learning, and enjoyment for players, and how a game cues the player into imagining its fictional world. Juul's lively style and eclectic deployment of sources will make *Half-Real* of interest to media, literature, and game scholars as well as to game professionals and gamers.

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A lot of people always spent their particular free time to vacation as well as go to the outside with them family or their friend. Were you aware? Many a lot of people spent many people free time just watching TV, or playing video games all day long. In order to try to find a new activity here is look different you can read the book. It is really fun in your case. If you enjoy the book that you simply read you can spent the entire day to reading a publication. The book Half-Real: Video Games between Real Rules and Fictional Worlds (MIT Press) it is very good to read. There are a lot of people that recommended this book. They were enjoying reading this book. If you did not have enough space bringing this book you can buy the particular e-book. You can m0ore quickly to read this book from the smart phone. The price is not to cover but this book offers high quality.

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