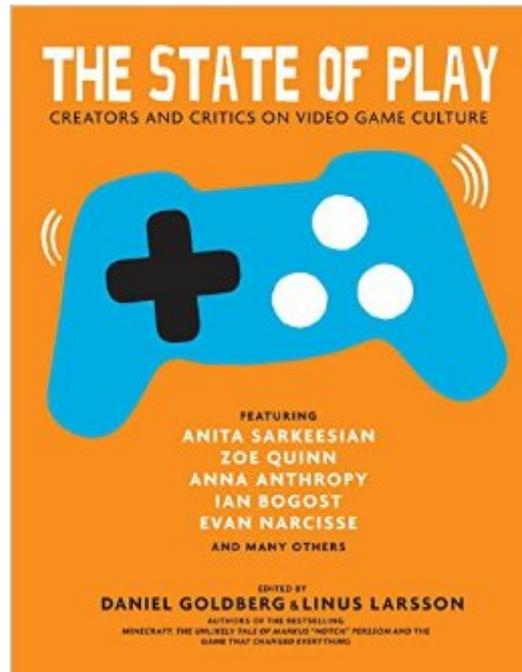


The book was found

# The State Of Play: Creators And Critics On Video Game Culture



## Synopsis

FEATURING: IAN BOGOST - LEIGH ALEXANDER - ZOE QUINN - ANITA SARKEESIAN & KATHERINE CROSS - IAN SHANAHAN - ANNA ANTHROPY - EVAN NARCISSE - HUSSEIN IBRAHIM - CARA ELLISON & BRENDAN KEOGH - DAN GOLDING - DAVID JOHNSTON - WILLIAM KNOBLAUCH - MERRITT KOPAS - OLA WIKANDER

The State of Play is a call to consider the high stakes of video game culture and how our digital and real lives collide. Here, video games are not hobbies or pure recreation; they are vehicles for art, sex, and race and class politics. The sixteen contributors are entrenched—they are the video game creators themselves, media critics, and Internet celebrities. They share one thing: they are all players at heart, handpicked to form a superstar roster by Daniel Goldberg and Linus Larsson, the authors of the bestselling Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything. The State of Play is essential reading for anyone interested in what may well be the defining form of cultural expression of our time. "If you want to explain to anyone why videogames are worth caring about, this is a single volume primer on where we are, how we got here and where we're going next. In every way, this is the state of play." —Kieron Gillen, author of The Wicked + the Divine, co-founder of Rock Paper Shotgun

## Book Information

Hardcover: 256 pages

Publisher: Seven Stories Press (October 20, 2015)

Language: English

ISBN-10: 1609806395

ISBN-13: 978-1609806392

Product Dimensions: 5.5 x 0.9 x 7.3 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 2.4 out of 5 stars See all reviews (49 customer reviews)

Best Sellers Rank: #119,324 in Books (See Top 100 in Books) #66 in Books > Computers & Technology > Games & Strategy Guides > Game Programming #346 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games #779 in Books > Politics & Social Sciences > Social Sciences > Communication & Media Studies

## Customer Reviews

There is nothing new and nothing of value here, except a desperate attempt to push a narrative that is not supported by the facts nor resembles anything close to the realities of the industry. Lacking

anything in really new material that can't be found online, this 'book' is a pure money grab by people that can't hack it in the industry itself, have nothing of value to add and weren't even willing to write a whole lot of new material to publish it.

I was hoping for new insights and opinions, unfortunately the majority of the book is blog posts and articles I've already read online. While I enjoyed many of those articles, I feel slightly cheated that I just purchased a book containing things I've already read and that I still can read for free elsewhere. I want to support the authors and I agree with most of what they say, but once again I bought much of what I had already read for free.

I wanted to like this book when I bought it, but it really wasn't what I was expecting. You can kind of save your money and just google the usual gaming sites, because most of what's been said here has been said before and about just as well. That's really the problem here, I was kind of expecting a stronger and more well constructed set of arguments than the usual strong opinion expressed as fact stuff you find on blogs now a days. There isn't really an over arching theme or high level in depth analysis into anything. (Though, from the tone of the writing, a few seem to think that's what they are doing, but again its that painful supposition based on supposition level stuff you find on most pseudo-academic blogs). In the end, that's really what it is; a loose collection of blog posts turned into a book. I guess when I read the title and saw who wrote it, I was expecting "The State of Play" - stuff that I could really sink my teeth into. Instead, I got chicken soup for the gamer. If that's what you want, that's fine, this is probably a 4 in that regard, but I really just wanted something a lot more substantial than this. Serves me right for buying just any old gaming book, I guess. Oh well.

Every word written in this book is a lie, including "the" and "of".

I bought this book because I saw Ian Bogost name on the cover. If you are anything like me, who happens to be a fan of Ian Bogost and his work, you seriously do not need to look any further than the first result that pops up on google when you search 'the squalid grace of flappy bird'. Yep, Daniel Goldberg licensed that article from the Atlantic which Bogost wrote in 2014. So why is this little factoid appropriate to mention in my review of this book, which happens to also be an anthology of articles? It is because this book is an anthology like one of those books produced by print-to-publish outfits that gives you nothing but pages of wikipedia articles is an anthology. This book is really just a compendium of terribly sourced article. Beyond pressing cmd+p for us, the other

fatal flaw it suffers dearly from is that its editors seem resigned to just doing this. Unlike what should be expected of anthologies from editors who understand their job, Goldberg and Larsson seem allergic, or maybe just morally opposed, in doing anything to add, preface, contextualize, introduce or frame the texts they so thoughtlessly included within its collection. It is almost as if the discussion surrounding the texts is less important than having a printed copy. So, inclusion, if you are a reader of game studies or Ian Bogost, if you can press cmd+p yourself, I seriously recommend you do not waste your money nor time on 'The State of Play'.

Frankly, this book isn't very good. As I understand it, lots of people are leaving reviews without reading the book, which is a shame because it gives the author an excuse to cover their ears and deny that most criticisms levied against this book are wholly legitimate. Firstly, let's get this out of the way: The book is written terrible. There are constant typos, rambling paragraphs that go nowhere, run-on sentences, grammar mistakes, and other such errors abound. This is a book that desperately needed professional editing, but apparently did not get it for whatever reason. That alone makes this book painful to attempt to slog through. I am not an 'avid' gamer. I play some games on my computer - usually ones my children or friends recommend me, and very rarely larger corporate made games. Perhaps that is why this book isn't for me, as I didn't recognize a single name featured in this book. I suppose they're small developers and game press writers? But their apparent obscurity combined with the frankly, bitterness that many of their quotes makes me assume they are simply people who are not very successful and mad about it. Perhaps this is better suited for someone who buys video game systems and lots of games.

Difficult and cumbersome to read due to lack of editing and poor grammar/typos, A very unprofessional effort, fully of dubious claims and lacking proper citation. Thinly veiled attempt by the author to push their own agenda.

Great collection of essays.

[Download to continue reading...](#)

The State of Play: Creators and Critics on Video Game Culture  
Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction)  
Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning  
Video Game Design  
Frankenstein and the Critics: Includes unabridged FRANKENSTEIN 1818  
Ellen White Under Fire: Identifying the Mistakes of Her Critics  
F is for First State: A Delaware Alphabet

(Discover America State by State) G is for Garden State: A New Jersey Alphabet (Discover America State by State) M is for Mountain State: A West Virginia Alphabet (Discover America State by State) Gamers Unite!: The Video Game Revolution (Pop Culture Revolutions) Video Games and Youth (Video Games and Society) Video Games, Violence, and Crime (Video Games and Society) Video Production with Adobe Premiere Pro CS5.5 and After Effects CS5.5: Learn by Video How Do Video Games Affect Society? (Video Games and Society) The History of Video Games (Video Games and Society) Dick Grayson, Boy Wonder: Scholars and Creators on 75 Years of Robin, Nightwing and Batman Ultimate Easy Guitar Play-Along -- The Doors: Eight Songs with Full TAB, Play-Along Tracks, and Lesson Videos (Easy Guitar TAB), Book & DVD (Ultimate Easy Play-Along) Video Marketing Profits: How to Make a Living Selling Affiliate Products & Playing Video Games Online (2 in 1 bundle) Paddle Against the Flow: Lessons on Life from Doers, Creators, and Cultural Rebels Creators on Creating: Awakening and Cultivating the Imaginative Mind (New Consciousness Reader) The Crowd, the Critic, and the Muse: A Book for Creators

[Dmca](#)