



Digital Games as History: How Videogames Represent the Past and Offer Access to Historical Practice (Routledge Advances in Game Studies)

By Adam Chapman

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This book provides the first in-depth exploration of video games as history. Chapman puts forth five basic categories of analysis for understanding historical video games: simulation and epistemology, time, space, narrative, and affordance. Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past. By taking an inter-disciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form.

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Digital Games as History: How Videogames Represent the Past and Offer Access to Historical Practice (Routledge Advances in Game Studies) By Adam Chapman Bibliography

- Sales Rank: #605568 in Books
- Published on: 2016-05-16
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x 6.50" w x .75" l, .0 pounds
- Binding: Hardcover
- 302 pages

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Review

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About the Author

Adam Chapman is a Post-Doctoral Fellow in Historical Games in the Department of Education, Communication and Learning at the University of Gothenburg, Sweden

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