

Extra Lives Why Video Games Matter Tom Bissell

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Extra Lives Why Video Games

[Extra Lives] should help usher in a widespread, much more serious consideration of how video games have taken up permanent residence in our increasingly screen-based world.” — The Plain Dealer “Bissell is a serious and seriously good writer....

Extra Lives: Why Video Games Matter: Bissell, Tom ...

This book should really be renamed to "Extra Lives: Why I Like Video Games," because most of it is about the five or six games that Bissell really loves - the rest is about the other best-selling award-winning games he doesn't like because... well, because there weren't enough zombies or weren't set in some sort of post-apocalyptic or didn't stir up enough controversy in the real world.

Extra Lives: Why Video Games Matter by Tom Bissell

Michael Thomsen did an interview with author Tom Bissell who wrote a book called Extra Lives: Why Video Games Matter. This book simultaneously recited my hopes for gaming as a medium, as well as lamenting how pathetic most videogame's attempts at narrative were and continue to be.

Extra Lives: Why Video Games Matter - Kindle edition by ...

In his nonfiction work Extra Lives: Why Video Games Matter (2010), Tom Bissell explores what video games teach us about human nature, arguing that these games are becoming the most popular art form of our time. Well regarded by critics and general readers, the book received various award nominations.

Extra Lives: Why Video Games Matter Summary | SuperSummary

Name. Course. Course Instructor. Date. "Extra Lives: Why Video Games Matter" – Summary Analysis. Extra Lives: Why Video Games Matter is a non-fiction book, written by Bissell Tom, who is a prizewinning author. From this excerpt, it is clear that Bissell is an ardent and obsessed lover of video games. He spends untold number of hours in front of his different video game consoles, playing video games such as Fallout 3, and Oblivion, among others.

"Extra Lives: Why Video Games Matter" - Summary Analysis ...

Extra Lives: Why Video Games Matter is a 2010 non-fiction book by journalist and critic Tom Bissell discussing the social relevance and importance of video games as well as defending the medium against detractors. Bissell takes a slightly ambivalent stance towards the cultural relevance of the medium, describing the conflict between gameplay and narrative advances and the possibility for the medium to be relegated to the belief that games are incompatible with traditional art forms.

Extra Lives - Wikipedia

Tom Bissell, in his essay, "Extra Lives: Why Video Games Matter" has described video games and how they are unique and different from movies, books, or even interactive films. Bissell says "I came to accept that games were incompetent with almost every aspect of what I would call traditional narrative."

Extra Lives: Why Video Games Matter by Tom Bissell Essay ...

Bissell suggests that video games can be alluring due to game's setting. The environment, such as the described historic-futuristic and robot infested wasteland, can make the player feel as if he is truly in another world. He is in an extra life.

Summary of Tom Bissell's "Extra Lives: Why Video Games Matter"

Extra Lives Quotes Showing 1-17 of 17 "More than any other form of entertainment, video games tend to divide rooms into Us and Them. We are, in effect, admitting that we like to spend our time shooting monsters, and They are, not unreasonably, failing to find the value in that." — Tom Bissell, Extra Lives: Why Video Games Matter

Extra Lives Quotes by Tom Bissell - Goodreads

"Extra Lives: Why Video Games Matter" [p. 349] Tom Bissell In this essay Tom Bissell details the pros and cons of the video game Fallout 3, concluding that although sometimes such games are frustrating, their "stylishness, sophistication and intelligence" draw him in.

Rhetoric: the Art of Effective Communication: Extra Lives

The Rhetoric of Tom Bissell's "Extra lives: Why Video Games Matter" Tom Bissell's, a teacher at Portland State University, main idea was to indicate to his audience why video games matter to him by using various argumentative appeals. One must ask themselves, can this author be worthy of respect?

Extra Lives: Why Video Games Matter by Tom Bissell Essay ...

Bissell, T. (2010). Extra lives: Why video games matter. New York: Pantheon Books. Bissell discusses video games in an artistic context, placing their significance within the larger currents of 21st century society. His book is at times memoir, but it does provide a good sense of how video games are incorporated into the psyche of a gamer.

An Annotated Bibliography For Video Game Studies | A ...

Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming—but he also believes games could be even better. He offers a fascinating and often hilarious critique of the ways video games dazzle and, just as often, frustrate.

Extra Lives by Tom Bissell: 9780307474315 ...

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Summary and reviews of Extra Lives by Tom Bissell

We're going to change the world and entertain in a way that nothing else ever has before. In Tom Bissell's Extra Lives: Why Video Games Matter, the above quote from one of the video game industry's...

'Extra Lives' Plays Up The Artistry Of Video Games

But the wider culture seems to regard video games as, at best, well designed if mindless entertainment. Extra Lives is an impassioned defense of this assailed and misunderstood art form. Bissell argues that we are in a golden age of gaming — but he also believes games could be even better.

Extra Lives: Why Video Games Matter (download PDF, 3.6 MB ...

"Extra Lives" picks up roughly when video games broke from this innocent past. As computer technology advanced, it became possible to approach a level of realism generally associated with film.

'Extra Lives,' by Tom Bissell - SFGate

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Extra Lives: Why Video Games Matter By Tom Bissell ...

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