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~~Carly A. Kocurek Abstract: In 1976, Exidy's Death Race triggered the United States' first video~~

~~gaming moral panic. Public outrage not only fueled sales of the game and made Exidy a~~

~~household name, but established a pattern by which controversial games receive a high levels~~

~~of press attention, which in turn drives these games' marketplace success.~~

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“The Agony and the Exidy: A History of Video Game Violence and the Legacy of Death Race”

is a journal article. It was published in 2012 by Game Studies. The article is one of several I

have written on the culture, history, and legacy of coin-operated video games. The paper is

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The Agony and the Exidy: A History of Video Game Violence and the Legacy of Death Race. Game Stud. In 1976, Exidy's Death Race triggered the United States' first video gaming moral panic.

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## **Figure 1 from The Agony and the Exidy: A History of Video ...**

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The story opens in the Buonaratti home in Florence, Italy, in March of 1488, where the thirteen-year-old Michaelangelo sits in front of a bedroom mirror sketching his own lean face and finding it ugly and out of proportion.

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r/MoralPanic: Post links to comments on Reddit that unfairly attack (or seek info about) a subgroup of people, and we'll be there to help. We also ...

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No hand should go unheld this Christmas: KATE LEE, Chief Executive of the Alzheimer's Society, knows the agony of being banned from hugging her own mother. Now she makes this emotional plea.

Video games take players on a trip through ancient battlefields, to mythic worlds, and across galaxies. They provide players with a way to try on new identities and acquire vast superpowers. Video games also give people the chance to hit reset – to play again and again until they achieve a desired outcome. Their popularity has enabled them to grow far beyond their humble origins and to permeate other forms of popular culture, from comic books and graphic novels to films and television programs. Video games are universal. In 100 Greatest

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Video Game Franchises, editors Robert Mejia, Jaime Banks, and Aubrie Adams have assembled essays that identify, assess, and reveal the most important video games of all-time. Each entry makes a case for the game's cultural significance and why it deserves to be on the list, from its influence on other games to its impact on an international scale. In addition to providing information about the game developer and when the franchise was established, these entries explore the connections between the different video games, examining them across genre, theme, and content. This accessible collection of essays gives readers an opportunity to gauge their favorite video game franchises against the best of all time and argue how they each fit among the 100 greatest ever created. Whether casually looking up information on these games or eager to learn how franchises evolved over the years, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, 100 Greatest Video Game Franchises will appeal to fans and scholars alike.

This volume compiles papers from the Young Academics Workshop at the Clash of Realities conferences of 2017 and 2018. The 2017 workshop - Perceiving Video Games - explored the video game medium by focusing on perception and meaning-making processes. The 2018 workshop - Reframing the Violence and Video Games Debate - transcended misleading claims that link video games and violent behavior by offering a range of fresh topical perspectives. From BA students to postdoctoral researchers, the young academics of this anthology stem from a spectrum of backgrounds, including game studies, game design, and phenomenology. This volume also features an entry by renowned psychologist Christopher J. Ferguson.

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The Bioshock series looms large in the industry and culture of video games for its ambitious incorporation of high-minded philosophical questions and retro-futuristic aesthetics into the ultraviolent first-person shooter genre. Beyond the Sea marks ten years since the release of the original game with an interdisciplinary collection of essays on Bioshock, Bioshock 2, and Bioshock Infinite. Simultaneously lauded as landmarks in the artistic growth of the medium and criticized for their compromised vision and politics, the Bioshock games have been the subject of significant scholarly and critical discussion. Moving past well-trodden debates, Beyond the Sea broadens the conversation by putting video games in dialogue with a diverse range of other disciplines and cultural forms, from parenting psychology to post-humanism, from Thomas Pynchon to German expressionist cinema. Offering bold new perspectives on a canonical series, Beyond the Sea is a timely contribution to our understanding of the aesthetics, the industry, and the culture of video games. Contributors include Daniel Ante-Contreras (Miracosta), Luke Arnott (Western Ontario), Betsy Brey (Waterloo), Patrick Brown (Iowa), Michael Fuchs (Graz), Jamie Henthorn (Catawba), Brendan Keogh (Queensland), Cameron Kunzelman (Georgia), Cody Mejeur (Michigan State), Matthew Thomas Payne (Notre Dame), Gareth Schott (Waikato), Karen Schrier (Marist), Sarah Stang (York/Ryerson), Sarah Thorne (Carleton), John Vanderhoef (California State, Dominguez Hills), Matthew Wysocki (Flagler), Jordan R. Youngblood (Eastern Connecticut State), and Sarah Zaidan (Emerson).

This book explores the use of technology in young people's social lives against a backdrop of "online safety measures" put in place by the UK government to ensure safe and risk free

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engagement with online services. The UK landscape is used as a case study to compare the grass roots of digital behaviours with attempts by policy makers to control access and prohibit “bad” behaviours. In conducting an analysis of current UK policy positions and media perspectives against ethnographic research in areas such as gaming and sexting, the book highlights the flaws in approaching the control of disruptive social behaviours using prohibitive approaches. It also highlights the gulf between the experiences of young people and the capabilities of the school system to deliver effective education around safe online behaviours. The author illustrates the complex relationship young people have with technology, as active engagers rather than passive consumers, and looks at the ways in which their needs for effective education and resilience are currently not being met. Furthermore, he demonstrates how, in an effort to make them safe, stakeholders are eroding children’s fundamental rights. Children’s Online Behaviour and Safety will be of interest to scholars, practitioners and students researching and practicing in education, sociology, children’s law, children’s digital rights and social policy.

This book looks at the uses of popular music in the newly-redefined category of the nostalgia game, exploring the relationship between video games, popular music, nostalgia, and socio-cultural contexts. History, gender, race, and media all make significant appearances in this interdisciplinary work, as it explores what some of the most critically acclaimed games of the past two decades (including both AAA titles like Fallout and BioShock, and more cult releases like Gone Home and Evoland) tell us about our relationship to our past and our future. Appropriated music is the common thread throughout these chapters, engaging these broader

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discourses in heterogeneous ways. This volume offers new perspectives on how the intersection between popular music, nostalgia, and video games, can be examined, revealing much about our relationship to the past and our hopes for the future.

This accessible textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis. As the field of game studies grows, videogame writing is evolving from the mere evaluation of gameplay, graphics, sound, and replayability, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context. Clara Fernández-Vara's concise primer provides readers with instruction on the basic building blocks of game analysis—examination of context, content and reception, and formal qualities—as well as the vocabulary necessary for talking about videogames' distinguishing characteristics. Examples are drawn from a range of games, both digital and non-digital—from Portal and World of Warcraft to Monopoly—and the book provides a variety of exercises and sample analyses, as well as a comprehensive ludography and glossary. In this second edition of the popular textbook, Fernández-Vara brings the book firmly up-to-date, pulling in fresh examples from ground-breaking new works in this dynamic field. Introduction to Game Analysis remains a unique practical tool for students who want to become more fluent writers and critics not only of videogames, but also of digital media overall.

Bringing together contributions from the fields of sociology, media and cultural studies, arts, politics, science and technology studies, political communication theory and popular culture studies, this volume engages both with theoretical debates and detailed empirical studies,

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showcasing how the public sphere is transformed by digital media, and in turn how this digital public sphere shapes and is shaped by debates surrounding crisis, conflict, migration and culture. Case studies from Bulgaria, Nigeria, China, Greece, Italy, Cyprus, UK, Mexico and India are discussed in detail.

Through interviews with developers, gamers, and journalists examining the phenomena of bedroom coding, arcade gaming, and format wars, mapped onto enquiry into the seminal genres of the time including driving, shooting, and maze chase, *Playback: A Genealogy of 1980s British Videogames* examines how 1980s Britain has become the culture of work in the 21st century and considers its meaning to contemporary society. This crucial and timely work fills a lacuna for students and researchers of sociology, media, and games studies and will be of interest to employees of the videogames and media industries. Research into videogames have never been greater, but exploration of their historic drivers is as elided as the technology is influential, giving rise to a range of questions. What were the social and economic conditions that gave rise to a billion dollar industry? What were the motivations of the early 'bedroom coders'? What are the legacies of the seminal videogames of the 1980s and how do they inform the current social, political and cultural landscape? With a focus on the characteristics of the UK videogame industry in the 1980s, Wade explores these questions from perspectives of consumption, production and leisure, outlining the construction of a habitus unique to this time.

Do video games cause violent, aggressive behavior? Can online games help us learn? When it comes to video games, these are often the types of questions raised by popular media, policy

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makers, scholars, and the general public. In this collection, international experts review the latest research findings in the field of digital game studies and weigh in on the actual physical, social, and psychological effects of video games. Taking a broad view of the industry from the moral panic of its early days up to recent controversies surrounding games like Grand Theft Auto, contributors explore the effects of games through a range of topics including health hazards/benefits, education, violence and aggression, addiction, cognitive performance, and gaming communities. Interdisciplinary and accessibly written, *The Video Game Debate* reveals that the arguments surrounding the game industry are far from black and white, and opens the door to richer conversation and debate amongst students, policy makers, and scholars alike.

Forty original contributions on games and gaming culture What does Pokémon Go tell us about globalization? What does Tetris teach us about rules? Is feminism boosted or bashed by Kim Kardashian: Hollywood? How does BioShock Infinite help us navigate world-building? From arcades to Atari, and phone apps to virtual reality headsets, video games have been at the epicenter of our ever-evolving technological reality. Unlike other media technologies, video games demand engagement like no other, which begs the question—what is the role that video games play in our lives, from our homes, to our phones, and on global culture writ large? *How to Play Video Games* brings together forty original essays from today's leading scholars on video game culture, writing about the games they know best and what they mean in broader social and cultural contexts. Read about avatars in Grand Theft Auto V, or music in *The Legend of Zelda: Ocarina of Time*. See how *Age of Empires* taught a generation about postcolonialism, and how *Borderlands* exposes the seedy underbelly of capitalism. These

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essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture. They are a must read for fans and students of the medium.

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