

Literary Gaming

By Astrid Ensslin

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Astrid Ensslin, Bangor University Literary Gaming is placed within the burgeoning fields of digital-born literature and indie/art game Ensslin, Astrid
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MIT Press eBooks, In this book, Astrid Ensslin examines literary videogames hybrid digital artifacts that have elements of both games and literature, combining the
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Astrid Ensslin is Professor of Digital Communication and Culture in the School of (UK). Her main publications include Literary Gaming, The Language of
<http://elmcip.net/person/astrid-ensslin>

Booker av Astrid Ensslin i Bokus bokhandel: The Language of Gaming; Literary Gaming; Analyzing Digital Fiction.
http://www.bokus.com/cgi-bin/product_search.cgi?authors=Astrid%20Ensslin

Literary Gaming Monday, and explains how reading and gaming are converging and clashing in literary games and gaming. Astrid Ensslin at
<http://literarygaming.blogspot.co.uk/>

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Astrid Ensslin is the author of Literary Gaming (2.80 avg rating, 5 ratings, 1 review, published 2014), The Language of Gaming (3.33 avg rating, 6 rating

http://www.goodreads.com/author/show/1004537.Astrid_Ensslin

Research at Bangor University. Research; Research and Enterprise Office; Research within Academic Schools/Colleges; Betsi Cadwaladr University Health Board

http://www.bangor.ac.uk/creative_industries/research/proj_dc.php.en

In this book, Astrid Ensslin examines literary videogames -- hybrid digital artifacts that have elements of both games and literature, combining the ludic and the

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In The Language of Gaming, Astrid Ensslin combines she considers what she calls literary games, games that combine rules and literary arts to encourage

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DiGRA2015 - May 15th - KEYNOTE Astrid Ensslin "Videogames as Unnatural Narratives" Astrid Ensslin is a Professor of Digital Culture and Communication at Bangor

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Astrid Ensslin Professor at the To read about my reflections and my work on literary gaming and digital fiction, visit my blog or follow me on Twitter @AstridEnsslin.
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Literary Gaming by Astrid Ensslin steps over the tired question of whether video games are art. Instead, it sketches the contours of a specific type of digital game

<http://www.journalofplay.org/issues/7/3/book-review/5-literary-gaming-astrid-ensslin>

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Literary Gaming was eye opening. I had no idea that any of these literary games existed. Reading the book makes me want to design things.

<http://www.goodreads.com/review/show?id=1311488163>

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In this wise and insightful book, Astrid Ensslin makes a good start on a new literary criticism, one that sees beyond the mere facticity of digital mediation, deep

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By Astrid Ensslin in Electronic Literature and Computer Games. Literary Gaming'. It studies the creative interface between digital literature and http://www.academia.edu/1486841/Literary_gaming_between_ludic_digital_fiction_and_literary_computer_games

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In lieu of an abstract, here is a brief excerpt of the content: Literary Gaming is a fascinating and detailed scholarly exploration of this fairly new field of <http://muse.jhu.edu/login?type=summary&url=/journals/leonardo/v048/48.2.harle.html>