

# Einleitung

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Acknowledgments

Introduction: Mark J. P. Wolf and Bernard Perron

1. Theory by Design: Walter Holland, Henry Jenkins, and Kurt Squire

2. Abstraction in the Video Game: Mark J. P. Wolf

3. Immersion, Engagement, and Presence: A Method For Analyzing 3-D Video Games: Alison McMahan

4. Hyperidentities: Postmodern Identity Patterns in Massively Multiplayer Online Role-Playing Games: Mirosław Filiciak

5. Playing at Being: Psychoanalysis and the Avatar: Bob Rehak

6. Stories for Eye, Ear, and Muscles: Video Games, Media, and Embodied Experiences: Torben Grodal

7. As We Become Machines: Corporealized Pleasures in Video Games: Martti Lahti

8. Hot Dates and Fairy-Tale Romances: Studying Sexuality in Video Games: Mia Consalvo

9. Video Games and Configurative Performances: Markku Eskelinen and Ragnhild Tronstad

10. Simulation versus Narrative: Introduction to Ludology: Gonzalo Frasca

11. From Gamers to Players and Gameplayers: The Example of Interactive Movies: Bernard Perron

12. Interactive Storytelling: Chris Crawford

13. Gametime: History, Narrative, and Temporality in Combat Flight Simulator 2: Patrick Crogan

Appendix. Home Video Game Systems: The First Thirty Years (1972-2001): Mark J. P. Wolf, Bernard Perron and David Winter Bibliography

About the Contributors

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