

Computerspil

Masteruddannelsen i it Forår 2012

1. enkeltfag: Computerspil som udtryk og interaktionsform

- Jo Bryce & Jason Rutter: "An Introduction to Understanding Digital Games" In: *Understanding Digital Games*, London, Thousand Oaks & New Delhi: Sage (17 s.)
- Juul, Jesper: "The Game, the Player, the World" (15 s.)
- Björk, Staffan; "Games, Gamers, and Gaming. Understanding Game Research", in: Proceedings, MindTrek '08, 2008, (5 s.)
- Aareseth, Espen; "Playing research: Methodological approaches to game analysis", in: *Game Approaches / Spil-veje*, 2003, (7 s.)
- Salen & Zimmerman; "Game Design and Meaningful Play", in; *Handbook of Computer Game Studies*, 2005, (20 s.).
- Nielsen, Smith & Tosca: "Narrative", in: *Understanding Video Games*, Routledge 2008, (35 s.)
- Frasca, Gonzalo: "Ludology meets Narratology" (<http://www.ludology.org/articles/ludology.htm>) (11 s.)
- Andersen, Ole Erslev; "At spille for at vinde. Computerspil som fluktuation mellem mål og proces", in: *Spillets verden*, Kampmann Walther & Jessen (eds.), 2005, (17 s.)
- Smith, Jonas Heide; "Rammer for en handling: computerspillets designhistorie i grove træk", in: *Spillets verden*, Kampmann Walther & Jessen (eds.), 2005, (21 s.)
- Dovey & Kennedy: "Bodies and Machines: Cyborg, Subjectivity, and Gameplay", in: *Game Cultures. Computer Games as New Media*, Open University Press 2006, (19 s.)
- Hansen & Wamberg; "Interface eller interlace?", in: *Interface – digital kunst of kultur*, Pold & Hansen (eds.), 2007, (28 s.)
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- Tanenbaum & Bizzocchi; "Rock Band: A Case Study in the Design of Embodied Interface Experience", in: Proceedings of ACM SIGGRAPH, 2009, (8 s.)
- J.R. Parker; "Buttons, Simplicity, and Natural Interfaces", in: *Loading...* / vol. 2, no. 2, (11 s.)
- Walther, Bo Kampmann; "Playing and Gaming – Reflections and Classifications", in: *Game Studies*, vol. 3, no. 1, 2003, (13 s.)

2. enkeltfag: Serious games

- Sørensen, Astrid; "Lær af computerspil", in: *Spillets verden*, Kampmann Walther & Jessen (eds.), 2005, (12 s.)
- Arnseth, Hans Christian; "Learning to Play or Playing to Learn - A Critical Account of the Models of Communication Informing Educational Research on Computer Gameplay" (<http://gamestudies.org/0601/articles/arnseth>), (9 s.)
- Gee, James Paul; "Learning by Design: Good Video Games as Learning Machines", in: *B-Learning*, vil. 2, no. 1 (11 s.)
- Linderoth, Jonas; "'It's not hard, it just requires having no life' – Computer games and the illusion of gaming", in: *Digital Kompetanse*, vol. 4, no. 1, (15 s.)
- Steinkuehler, C; "Massively multiplayer online games as an educational technology: An outline for research," *Educational Technology*, vol. 48, no. 1, 2008 (11 s.)

- Egenfeldt-Nielsen, S.; "Overview of research on the educational use of video games", in: *Digital Kompetanse*, 2006, (30 s.)
- Sicart, Miguel; "Family Values: Ideology, Computer Games & *The Sims*", (12 s.)
- Hile, Kevin; "Video Games as Educational Tools", in: *Video games (Technology 360)* (16 s.)
- McGonigal, Jane; "Why I Love Bees: A Case Study in Collective Intelligence Gaming" , in: *The Ecology of Games: Connecting Youth, Games, and Learning*. Edited by Katie Salen. The John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning. Cambridge, MA: The MIT Press, 2008. (29 s.)
- <http://gamification.org/>
- Johannesson & Backlund: "Serious Games - An Overview", 2007, (28 s.) (<http://www.his.se/upload/19354/HS-%20IKI%20-TR-07-001.pdf>)
- Deterding m.fl. "Gamification: Using Game Design Elements in Non-Gaming Contexts", working paper (CHI 2011, May 7–12, 2011, Vancouver, BC, Canada), 2011, (4 s.)
- Hertil kommer ca. 50 sider specifikt om "Spil & Markedsføring" – udvælges af gæsteforelæseren.

3. enkeltfag: Computerspil og sociale medier

- Yee, Nick: "Motivations of Play in MMORPGs", in: DiGRA, 2005 (8 s.)
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- Lisbeth Klastrup: "The Worldness of EverQuest: Exploring a 21st Century Fiction", in: *Game Studies*, vol. 9, issue 1, april, 2009. (<http://gamestudies.org/0901/articles/klastrup>) (13 s.)
- Nørgård, Rikke Toft; "The Joy of Doing: The Corporal Connection in Player-Avatar Identity", In: *Proceeding of Philosophy of Computer Games*, 2011, (15 s.)
- Mia Consalvo: "Rule Sets, Cheating, and Magic Circles: Studying Games and Ethics", in: *International Review of Information Ethics*, vol. 4 (12/2005) (oak.cats.ohiou.edu/~consalvo/Consalvo.pdf) (6 s.)
- Espen Aarseth: "A Hollow World: *World of Warcraft* as Spatial Practice", in: Hidle G. Corneluisen and Jill Walker Rettberg (eds.) *Digital Culture, Play and Identity: A World of Warcraft Reader* . The MIT Press, 2008. (11 s.)
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- Taylor, T. L.; "The Assemblage of Play", in: *Games and Culture* 4(4), 2009, (tltaylor.com/wp-content/uploads/2010/11/Taylor-AssemblageOfPlay.pdf), (8 s.)
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- Hertil kommer ca. 50 sider specifikt om "Spil & Sociale medier" – udvælges af gæsteforelæseren

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