The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture)

By Todd Harper

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper

This book examines the complex network of influences that collide in the culture of digital fighting games. Players from all over the world engage in competitive combat with one another, forming communities in both real and virtual spaces, attending tournaments and battling online via internet-connected home game consoles. But what is the logic behind their shared playstyle and culture? What are the threads that tie them together, and how does this inform our understanding of competitive gaming, community, and identity?

Informed by observations made at one of the biggest fighting game events in the world – the Evolution Series tournament, or "EVO" – and interviews with fighting game players themselves, this book covers everything from the influence of arcade spaces, to the place of gender and ethnicity in the community, to the clash of philosophies over how these games should be played in the first place. In the process, it establishes the role of technology, gameplay, and community in how these players define both themselves and the games that they play.

⬇ **Download** The Culture of Digital Fighting Games: Performance ...pdf

▤ **Read Online** The Culture of Digital Fighting Games: Performan ...pdf

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture)

By Todd Harper

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper

This book examines the complex network of influences that collide in the culture of digital fighting games. Players from all over the world engage in competitive combat with one another, forming communities in both real and virtual spaces, attending tournaments and battling online via internet-connected home game consoles. But what is the logic behind their shared playstyle and culture? What are the threads that tie them together, and how does this inform our understanding of competitive gaming, community, and identity?

Informed by observations made at one of the biggest fighting game events in the world – the Evolution Series tournament, or "EVO" – and interviews with fighting game players themselves, this book covers everything from the influence of arcade spaces, to the place of gender and ethnicity in the community, to the clash of philosophies over how these games should be played in the first place. In the process, it establishes the role of technology, gameplay, and community in how these players define both themselves and the games that they play.

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper Bibliography

- Sales Rank: #4171363 in Books
- Published on: 2013-12-07
- Original language: English
- Number of items: 1
- Dimensions: 9.02" h x .44" w x 5.98" l, .80 pounds
- Binding: Hardcover
- 172 pages

⬇ **Download** The Culture of Digital Fighting Games: Performance ...pdf

📄 **Read Online** The Culture of Digital Fighting Games: Performan ...pdf

Download and Read Free Online The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper

Editorial Review

About the Author

Todd Harper is a Postdoctoral Researcher at the Massachusetts Institute of Technology's MIT Game Lab, US

Users Review

From reader reviews:

Milton Jones:

The book The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) can give more knowledge and also the precise product information about everything you want. Why then must we leave the good thing like a book The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture)? Several of you have a different opinion about book. But one aim that book can give many data for us. It is absolutely right. Right now, try to closer together with your book. Knowledge or facts that you take for that, it is possible to give for each other; it is possible to share all of these. Book The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) has simple shape however, you know: it has great and large function for you. You can search the enormous world by start and read a e-book. So it is very wonderful.

Rina Reese:

The reason? Because this The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) is an unordinary book that the inside of the e-book waiting for you to snap that but latter it will jolt you with the secret the idea inside. Reading this book next to it was fantastic author who all write the book in such incredible way makes the content on the inside easier to understand, entertaining means but still convey the meaning entirely. So , it is good for you for not hesitating having this any more or you going to regret it. This amazing book will give you a lot of gains than the other book possess such as help improving your proficiency and your critical thinking means. So , still want to delay having that book? If I ended up you I will go to the e-book store hurriedly.

Christopher Burnham:

Are you kind of occupied person, only have 10 or maybe 15 minute in your time to upgrading your mind expertise or thinking skill also analytical thinking? Then you are receiving problem with the book in comparison with can satisfy your limited time to read it because all of this time you only find e-book that need more time to be examine. The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) can be your answer since it can be read by a person who have those

short spare time problems.

Doris Blair:

As a scholar exactly feel bored for you to reading. If their teacher asked them to go to the library or even make summary for some reserve, they are complained. Just little students that has reading's soul or real their hobby. They just do what the teacher want, like asked to the library. They go to at this time there but nothing reading significantly. Any students feel that examining is not important, boring along with can't see colorful pictures on there. Yeah, it is to be complicated. Book is very important for you personally. As we know that on this period, many ways to get whatever we really wish for. Likewise word says, ways to reach Chinese's country. Therefore , this The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) can make you sense more interested to read.

Download and Read Online The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper #YSIDPAG34WE

Read The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper for online ebook

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper books to read online.

Online The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper ebook PDF download

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper Doc

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper Mobipocket

The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper EPub

YSIDPAG34WE: The Culture of Digital Fighting Games: Performance and Practice (Routledge Studies in New Media and Cyberculture) By Todd Harper