

Evolutionary Psychology and Digital Games

Digital Hunter-Gatherers

Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers is the first edited volume that systematically applies evolutionary psychology to the study of the use and effects of digital games. The book is divided into four parts: - Theories and Methods - Emotion and Morality - Social Interaction - Learning and Motivation These topics reflect the main areas of digital games research as well as some of the basic categories of psychological research. The book is meant as a resource for researchers and graduate students in psychology, anthropology, media studies and communication as well as video game designers who are interested in learning more about the evolutionary roots of player behaviors and experiences.

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