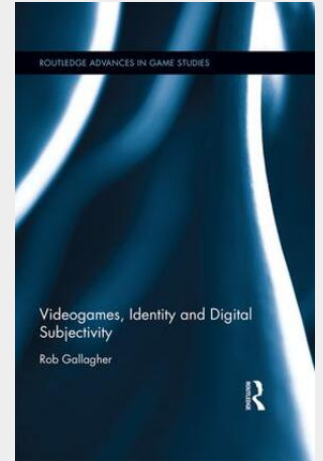


Gallagher

Videogames, Identity and Digital Subjectivity

This book argues that games offer a means of coming to terms with a world that is being transformed by digital technologies. As blends of software and fiction, videogames are uniquely capable of representing and exploring the effects of digitization on day-to-day life. By modeling and incorporating new technologies (from artificial intelligence routines and data mining techniques to augmented reality interfaces), and by dramatizing the implications of these technologies for understandings of identity, nationality, sexuality, health and work, games encourage us to playfully engage with these issues in ways that traditional media cannot.



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