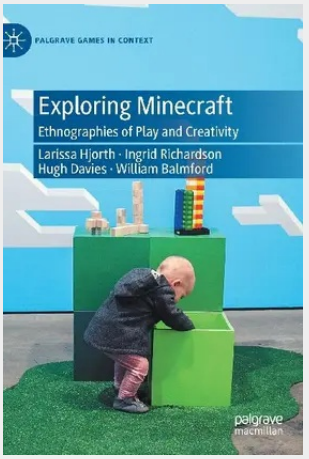
Hjorth / Richardson / Davies

Exploring Minecraft

Ethnographies of Play and Creativity



This book directs critical attention to one of the most ubiquitous and yet under-analyzed games, *Minecraft.* Drawing on three years of ethnographic fieldwork into mobile games in Australian homes, the authors seek to take *Minecraft* seriously as a cultural practice. The book examines how *Minecraft* players engage in a form of gameplay that is uniquely intergenerational, creative, and playful, and which moves ambivalently throughout everyday life. At the intersection of digital media, quotidian literacy, and ethnography, the book situates interdisciplinary debates around mundane play through the lens of *Minecraft.* Ultimately, *Exploring Minecraft* seeks to coalesce the discussion between formal and informal learning, fostering new forms of digital media creativity and ethnographic innovation around the analysis of games in everyday life.

1. The Phenomenon.- 2. Exploring Play.- 3. Understanding Play.- 4. Play Practices and Modalities.- 5. Metagaming and Paratextual Play.- 6. Playing at Home.- 7. Institutional Play Spaces.- 8. Playing during and post COVID-19 pandemic.

106,99 €
99,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783030599072
Medium: Buch
ISBN: 978-3-030-59907-2
Verlag: Springer
Erscheinungstermin: 05.01.2021
Sprache(n): Englisch
Auflage: 1. Auflage 2020
Serie: Palgrave Games in Context
Produktform: Gebunden
Gewicht: 383 g
Seiten: 189
Format (B x H): 153 x 216 mm

Kundenservice Verlag Dr. Otto Schmidt KG
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)