Table of Contents

Preface

Acknowledgment

Section 1

Transmediality/Intermediality

Chapter 1

Arkham Epic: Batman Video Games as Totalizing Texts  Luke Arnott, The University of Western Ontario, Canada

Chapter 2

The Inescapable Intertextuality of Blade Runner - The Video Game  Clara Fernández-Vara, New York University, USA

Chapter 3

A Different Kind of Monster: Uncanny Media and Alan Wake's Textual Monstrosity  Michael Fuchs, University of Graz, Austria

Chapter 4

Intermediality and Video Games: Analysis of Silent Hill 2  Mehdi Debbabi Zourgani, Université Paris Descartes, France  Julien Lalu, Université de Poitiers, France  Matthieu Weiss, Université de Poitiers, France

Section 2

Intertextuality

Chapter 5

Gamers (Don't) Fear the Reaper: Musical Intertextuality and Interference in Video Games  Andréane Morin-Simard, Université de Montréal, Canada
Chapter 6
BioShock and the Ghost of Ayn Rand: Universal Learning and Tacit Knowledge in Contemporary Video Games
   Chris Richardson, Young Harris College, USA
   Mike Elrod, Young Harris College, USA

Chapter 7
Exploring Complex Intertextual Interactions in Video Games: Connecting Informal and Formal Education for Youth
   Kathy Sanford, University of Victoria, Canada
   Timothy Frank Hopper, University of Victoria, Canada
   Jamie Burren, University of Victoria, Canada

Chapter 8
‘You can’t mess with the program, Ralph’: Intertextuality of Player-Agency in Filmic Virtual Worlds
   Theo Plothe, American University, USA

Chapter 9
Cultural Transduction and Intertextuality in Video Games: An Analysis of Three International Case Studies
   Enrique Uribe-Jongbloed, Universidad del Norte, Colombia
   Hernán David Espinosa-Medina, Universidad de La Sabana, Colombia
   James Biddle, University of Georgia, USA

Chapter 10
Moving Forward by Looking Back: Using Art and Architectural History to Make and Understand Games
   Christopher Totten, American University, USA

Section 3
Hypertextuality

Chapter 11
Artifacts of Empire: Orientalism and Inner-Texts in Tomb Raider (2013)
   Kristin M.S. Bezio, University of Richmond, USA

Chapter 12
   Claudio Pires Franco, University of Bedfordshire, UK

Section 4
Architextuality

Chapter 13
Interprocedurality: Procedural Intertextuality in Digital Games
Marcelo Simão de Vasconcellos, Oswaldo Cruz Foundation, Brazil
Flávia Garcia de Carvalho, Oswaldo Cruz Foundation, Brazil
Inesita Soares de Araujo, Oswaldo Cruz Foundation, Brazil

Chapter 14
Architextuality and Video Games, a Semiotic Approach  Mattia Thibault, University of Turin, Italy
Maria Katsaridou, Aristotle University of Thessaloniki, Greece

Section 5
Paratextuality

Chapter 15
Paratext: The In-Between of Structure and Play  Daniel Dunne, Swinburne University of Technology, Australia

Chapter 16
‘Footage Not Representative’: Redefining Paratextuality for the Analysis of Official Communication of Video Games  Jan Švelch, Charles University in Prague, Czech Republic

Compilation of References About the Contributors Index