

Contemporary Research on Intertextuality in Video Games

Part of the Advances in Multimedia and Interactive Technologies Book Series

Christophe Duret (Université de Sherbrooke, Canada) and Christian-Marie Pons (Université de Sherbrooke, Canada)

Description:

Culture is dependent upon intertextuality to fuel the consumption and production of new media. The notion of intertextuality has gone through many iterations, but what remains constant is its stalwart application to bring to light what audiences value through the marriages of disparate ideology and references. Videogames, in particular, have a longstanding tradition of weaving texts together in multimedia formats that interact directly with players.

Contemporary Research on Intertextuality in Video Games brings together game scholars to analyze the impact of video games through the lenses of transmediality, intermediality, hypertextuality, architextuality, and paratextuality. Unique in its endeavor, this publication discusses the vast web of interconnected texts that feed into digital games and their players.

Readers:

This book is essential reading for game theorists, designers, sociologists, and researchers in the fields of communication sciences, literature, and media studies.

ISBN: 9781522504771

Release Date: June, 2016

Copyright: 2016

Pages: 330

Topics Covered:

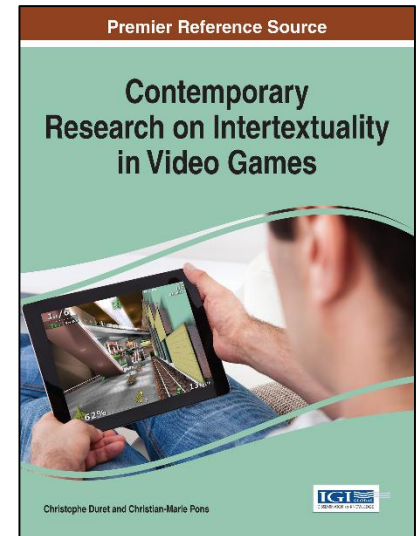
- Cultural Transduction
- Filmatic Virtual Worlds
- Hypertextuality
- Intermediality
- Musical Intertextuality
- Orientalism
- Procedural Intertextuality
- Totalizing Texts
- Uncanny Media
- Universal Learning

**Hardcover +
Free E-Access:**

\$185.00

**E-Access +
Free Hardcover:**

\$185.00



Order Information

Phone: 717-533-8845 x100

Toll Free: 1-866-342-6657

Fax: 717-533-8661 or 717-533-7115

Online Bookstore: www.igi-global.com



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 Lалу, Université de Poitiers, France
Matthieu Weisser, 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

Weaving *Nature Mage*: Multi-layered Intertextuality in a book-to-game adaptation
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

Christophe Duret is a PhD candidate in French studies at the Université de Sherbrooke (Quebec, Canada). His research focuses on online role-playing games, using a sociocritical approach. He is the founder and editor of the Éditions de l'Infrance.

Christian-Marie Pons is a Full Professor in the Département des lettres et communications at the Université de Sherbrooke (Quebec, Canada). His teaching and research deal with the emergence of modern communications (XIXth century) and the current deployment of new digital technologies, focusing more specifically on the visual and narrative dimensions of media culture.