

The computer games industry has rapidly matured. Once a preoccupation only of young technophiles, games are now one of the dominant forms of global popular culture. From consoles such as Nintendo Wii and Sony Xbox to platforms such as iPhones and online gaming worlds, the realm of games and their scope has become all-pervasive. The study of games is no longer a niche interest but rather an integral part of cultural and media studies. The analysis of games reveals much about contemporary social relations, online communities and media engagement. Presenting a range of approaches and analytical tools through which to explore the role of games in everyday life, and packed with case material, Games and Gaming provides a comprehensive overview of this new media and how it permeates global culture in the twenty-first century.

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