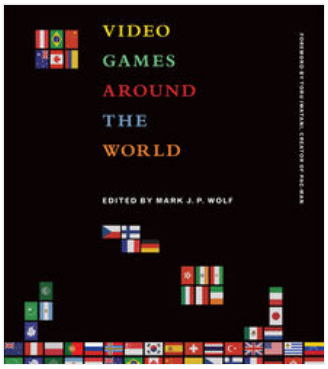

Buying Options
Add To Cart - paperback
Add To Cart - eBook

Paperback | **$45.00 Short** | **£37.95**| 720 pp. | 8 x 9 in | 60 b&w illus., 16 tables | April 2015 | ISBN: 9780262527163

eBook | **$32.00 Short** | May 2015 | ISBN: 9780262328470

DOI: https://doi.org/10.7551/mitpress/9780262527163.001.0001

Mouseover for Online Attention Data

About MIT Press eBooks

Video Games Around the World

Edited by Mark J. P. Wolf
Foreword by Toru Iwatani

Overview

Video games have become a global industry, and their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and some for the first time in any language.

Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG *Nusantara Online* reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations.

Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

About the Editor

Mark J. P. Wolf is Professor and Chair of the Communication Department at Concordia University Wisconsin. He is the author of *Building Imaginary Worlds* and coeditor of *The Video Game Theory Reader 1* and *2*.