



First Person: New Media as Story, Performance, and Game

Download now

[Click here](#) if your download doesn't start automatically

First Person: New Media as Story, Performance, and Game

First Person: New Media as Story, Performance, and Game

Electronic games have established a huge international market, significantly outselling non-digital games; people spend more money on *The Sims* than on "Monopoly" or even on "Magic: the Gathering." Yet it is widely believed that the market for electronic literature—predicted by some to be the future of the written word—languishes. Even bestselling author Stephen King achieved disappointing results with his online publication of "Riding the Bullet" and "The Plant."

Isn't it possible, though, that many hugely successful computer games—those that depend on or at least utilize storytelling conventions of narrative, character, and theme—can be seen as examples of electronic literature? And isn't it likely that the truly significant new forms of electronic literature will prove to be (like games) so deeply interactive and procedural that it would be impossible to present them as paper-like "e-books"? The editors of *First Person* have gathered a remarkably diverse group of new media theorists and practitioners to consider the relationship between "story" and "game," as well as the new kinds of artistic creation (literary, performative, playful) that have become possible in the digital environment.

This landmark collection is organized as a series of discussions among creators and theorists; each section includes three presentations, with each presentation followed by two responses. Topics considered range from "Cyberdrama" to "Ludology" (the study of games), to "The Pixel/The Line" to "Beyond Chat." The conversational structure inspired contributors to revise, update, and expand their presentations as they prepared them for the book, and the panel discussions have overflowed into a *First Person* web site (created in conjunction with the online journal *Electronic Book Review*).

 [Download First Person: New Media as Story, Performance, and ...pdf](#)

 [Read Online First Person: New Media as Story, Performance, a ...pdf](#)

Download and Read Free Online First Person: New Media as Story, Performance, and Game

From reader reviews:

Kim McLoughlin:

This First Person: New Media as Story, Performance, and Game book is absolutely not ordinary book, you have after that it the world is in your hands. The benefit you receive by reading this book is information inside this guide incredible fresh, you will get data which is getting deeper a person read a lot of information you will get. That First Person: New Media as Story, Performance, and Game without we comprehend teach the one who studying it become critical in thinking and analyzing. Don't always be worry First Person: New Media as Story, Performance, and Game can bring if you are and not make your carrier space or bookshelves' grow to be full because you can have it in your lovely laptop even telephone. This First Person: New Media as Story, Performance, and Game having fine arrangement in word in addition to layout, so you will not feel uninterested in reading.

Sarah Brumfield:

As people who live in the modest era should be revise about what going on or data even knowledge to make these keep up with the era which can be always change and make progress. Some of you maybe will certainly update themselves by reading through books. It is a good choice for yourself but the problems coming to you actually is you don't know which one you should start with. This First Person: New Media as Story, Performance, and Game is our recommendation to cause you to keep up with the world. Why, since this book serves what you want and wish in this era.

Alison Caulfield:

Reading a publication can be one of a lot of activity that everyone in the world enjoys. Do you like reading book therefore. There are a lot of reasons why people enjoyed. First reading a publication will give you a lot of new details. When you read a reserve you will get new information simply because book is one of many ways to share the information or even their idea. Second, studying a book will make you more imaginative. When you reading a book especially fictional book the author will bring someone to imagine the story how the character types do it anything. Third, you are able to share your knowledge to other people. When you read this First Person: New Media as Story, Performance, and Game, you may tells your family, friends and also soon about yours e-book. Your knowledge can inspire different ones, make them reading a book.

Thomas Palmer:

What is your hobby? Have you heard which question when you got students? We believe that that question was given by teacher to their students. Many kinds of hobby, All people has different hobby. So you know that little person just like reading or as reading become their hobby. You have to know that reading is very important and also book as to be the factor. Book is important thing to include you knowledge, except your teacher or lecturer. You will find good news or update about something by book. Amount types of books that can you take to be your object. One of them is niagra First Person: New Media as Story, Performance, and Game.

**Download and Read Online First Person: New Media as Story,
Performance, and Game #4128XHGBQSK**

Read First Person: New Media as Story, Performance, and Game for online ebook

First Person: New Media as Story, Performance, and Game Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read First Person: New Media as Story, Performance, and Game books to read online.

Online First Person: New Media as Story, Performance, and Game ebook PDF download

First Person: New Media as Story, Performance, and Game Doc

First Person: New Media as Story, Performance, and Game Mobipocket

First Person: New Media as Story, Performance, and Game EPub