



# Gaming Matters: Art, Science, Magic, and the Computer Game Medium

*Judd Ethan Ruggill, Ken S. McAllister*

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In *Gaming Matters*, Judd Ethan Ruggill and Ken S. McAllister offer a playful and provocative look at the computer game medium, arguing that games are:

- \* Idiosyncratic, and thus difficult to apprehend using the traditional tools of media study
- \* Irreconcilable, or complex to such a degree that developers, players, and scholars have contradictory ways of describing them
- \* Boring, and therefore obligated to constantly make demands on players' attention
- \* Anachronistic, or built on age-old tropes and forms of play while ironically bound to the most advanced technologies
- \* Duplicitous, or dependent on truth-telling rhetoric even when they are about fictions, fantasies, or lies
- \* Work, or are often better understood as labor rather than play
- \* Alchemical, despite seeming all-too mechanical or predictable

Video games are now inarguably a major site of worldwide cultural production.

In its assessments, *Gaming Matters* neither flatters game enthusiasts nor emboldens the medium's detractors. Instead, it provides a new set of lenses through which games can be examined, and in the process makes a significant contribution to the foundation of both computer game and new media studies.

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