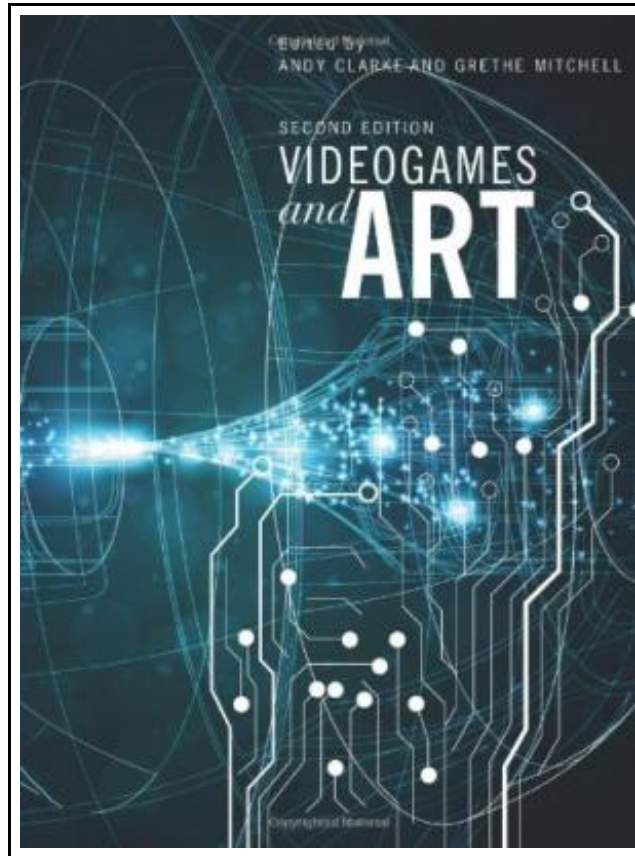


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Intellect Books. Paperback. Book Condition: new. BRAND NEW, Videogames and Art (2nd edition), Andy Clarke, Grethe Mitchell, This is the first book on the topic of videogames and art, and remains the only academic book on the subject. It offers a unique perspective on this emerging field, which has been thoroughly updated and expanded upon in this edition. It features artists not included in the first edition, also allows those that were previously featured to comment on how their work and thinking has evolved. It includes new chapters on genres that have grown in significance. Videogames are firmly enmeshed in modern culture. Acknowledging the increasing cultural impact of this rapidly changing industry on artistic and creative practices, "Videogames and Art" features in-depth essays that offer an unparalleled overview of the field. Together, the contributions position videogame art as an interdisciplinary mix of digital technologies and the traditional art forms. Of particular interest in this volume are machinima, game console artwork, politically oriented videogame art, and the production of digital art. The second edition features an extended critical introduction from the editors and updated interviews with the foremost artists in the field. Rounding out the book is a critique of the commercial videogame industry comprising essays on the current quality and originality of videogames.



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