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Where is the Love? Show me the Love!

Design Workshop and panel discussion on GameLove Culture & Aesthetics

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Where is the Love? Show Me the Love!



The Game Love Reader

The Game Itself : Semiotics - Mechanics - Design
♥ **Player-generated love, paraludic action or interaction amongst players** : Performative gaming - Fan cultures and production - Gaming as romance - Love for or of specific foci ♥ **Game Discourse** : Critical and media debates - Gaming history - Socio-cultural understandings - Critical approaches - media responses ♥ **Love for Games** : Ludophobia, Ludophilia, Ludomania - Excess and moranics

♥♥♥ and ratbots

Contributors



♥ Jessica Enevold

♥ Editor

Contributors



- ♥ Esther MacCallum-Stewart
- ♥ Editor

Contributors



♥ Ashley Brown

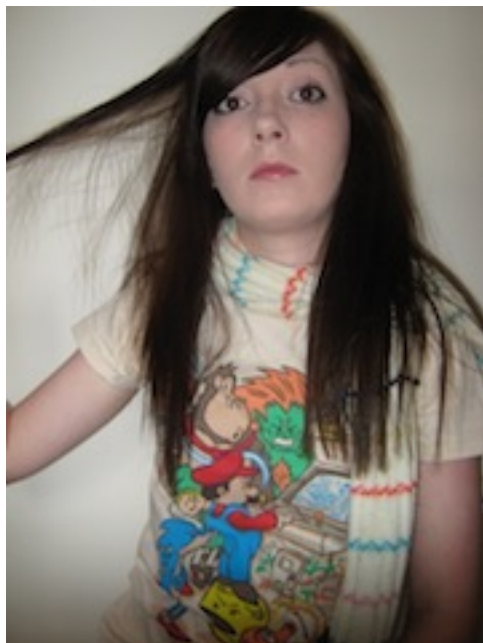
♥ “I like a little story with my smut: An Analysis of Players, Characters, and Their Love for Each Other in World of Warcraft”

Contributors



- ♥ Nicolle Lamerichs
- ♥ “Express Yourself: An Affective Analysis of Game Cosplayers”

Contributors



♥ Emily Flynn-Jones

♥ “Bad Romance: For Love in a Time of Bad Videogames”

Contributors

♥ Leigh Alexander ♥ Tom Apperley & Nicole Heber ♥
Sherol Chen & Jane Pinckard ♥ Shira Chess ♥
Quintin Hewlett ♥ Peter Kelly ♥ Ingrid Kjørstad
♥ Olli Leino ♥ Vanessa Long ♥ Sebastian Möring ♥
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♥ Susana Tosca ♥ Annika Wearne ♥ Hanna
Wirman ♥ Tobias Wringstad ♥ Rune Kristian
Lundedal Nielsen ♥

Mission Statement

The Game Love - Playing with Affections reader examines love in games. However we also aim to represent a new generation of academic scholars. Gaming has grown up over the last few years and we believe that the writing in this anthology should reflect this, presenting not just new and upcoming voices within the field, alongside more established writers from both academic and industry perspectives. By examining a concept so multifarious that it traditionally defies one level of understanding, we aim to use multiple pathways with which to explore the developing sophistication of gaming and Games Studies ♥

A Whole Lot of Love

...understanding excessive game love by deconstructing the concept of addiction...

A Whole Lot of Love

...the collective formation of community, friendships and shared narratives that develop from players co-authoring their characters sexual and erotic lives...

A Whole Lot of Love

...game love is approached through systematic approaches that mimic or speak to our understanding of 'love', exemplified (and neglected) by the structures, representations and strategies of romance and courtship...

A Whole Lot of Love

...to further the understanding of game love by examining the mechanics and play of love and romance in tabletop role-playing games...

A Whole Lot of Love

...how do players articulate their avatars as objects/subjects of care as they negotiate game mechanisms?...

A Whole Lot of Love

...loves' ability to reverse or be outside values, and how we love despite or because of flaws...

A Whole Lot of Love

...love is conceptualised as an affective engagement with a game that becomes exposed...

Come On!

This book recognises and celebrates love as a multifaceted concept employed, represented and created in different ways by players playing the game itself. We consider this book at the forefront of the third wave of Game Studies theory as it develops existing modes of gaming in new complex ways ♥

What is Love?

- ♥ Single player love
- ♥ Multiplayer love/MMO love
- ♥ Abstract love
- ♥ Cute/capitalizing on emotions
- ♥ Love out of the game/fan practices
- ♥ Franchise/brand love
- ♥ Games with friends
- ♥ Genre love
- ♥ Love in space (bedrooms, arcades, living rooms, online anonymity)
- ♥ Themes of love
- ♥ Relationships in and out of games