

Computer Games as a New Media Phenomenon

[THESIS]

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Abstract:

This thesis is focused on the development of computer games and video games, evolution of gaming and game technologies and their impact on our society. In addition to an important historical context and practical and theoretical analysis of game genres and potential of games, key chapters of this thesis are devoted to the importance of games and their impact on various aspects of our lives, from economic and demographic factors to influence on our culture and contemporary art. This thesis also aims to introduce computer games and video games in the context of "neglected media" and the theory of "remediation".