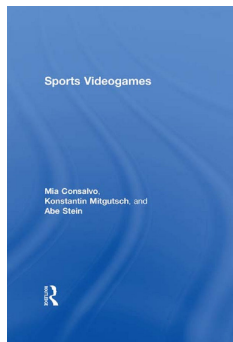


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## SPORTS VIDEOGAMES EBOOKS 2019



Author: Mia Consalvo, Konstantin Mitgutsch, Abe Stein

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From Pong to Madden NFL to Wii Fit, sports videogames—alongside televised and physical sports—impact one another, and how players and viewers make sense of these multiple forms of play and information in their daily lives. Through case studies, ethnographic explorations, interviews and surveys, and by analyzing games, players, and the sports media industry, contributors from a wide variety of disciplines demonstrate the depth and complexity of games that were once considered simply sports simulations. Contributors also tackle key topics including the rise of online play and its implications for access to games, as well as how regulations surrounding player likenesses present challenges to the industry. Whether you're a scholar or a gamer, Sports Videogames offers a grounded, theory-building approach to how millions make sense of videogames today.

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