



Extra Life: Coming of Age in Cyberspace

By David Bennahum

The Perseus Books Group, United States, 1999. Paperback. Book Condition: New. 203 x 135 mm. Language: English . Brand New Book ***** Print on Demand *****.Today's digital culture traces its roots to the 1980s, when the first computer generation came of age. These original techno-kids grew up with home-brew programs, secret computer access codes, and arcades where dedicated video gamers fought to extend their play by earning extra life. In that era of gleeful discovery, driven by a sense of adventure and a surge of power, kids found a world they could master, one few grownups could understand. In this fast-paced, real-life tale set in the bedrooms, computer rooms, and video arcades of the 80s, popular media chronicler David S. Bennahum takes readers back to his initiation into this electronic universe, to his discovery of PONG at age five. We follow him from video game addiction--his Bar Mitzvah gift was an Atari 800 with 48K of RAM--to his ascent to master programmer with the coveted title of Super User in his high school's computer room. Bennahum reflects on how computers empowered him and his friends to create a world of their own. We see how their geekiness, grounded in roleplaying,...



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