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I AM ERROR: THE NINTENDO FAMILY COMPUTER / ENTERTAINMENT SYSTEM PLATFORM (HARDBACK)



MIT Press Ltd, United States, 2015. Hardback. Condition: New. Language: English. Brand new Book. The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame Zelda II: The Adventure of Link, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic mesage was a programming flaw, but it was actually a clumsy Japanese-English translation of "My Name is...

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- Authored by Nathan Altice
- Released at 2015



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