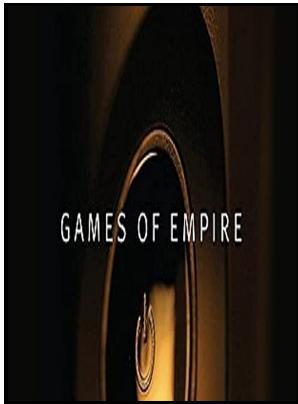


Games of empire - global capitalism and video games

University of Minnesota Press - Dialogic: Nick Dyer



Description: -

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It is when this model of voluntaristic excess becomes a vision for all post-industrial knowledge work that we can see how game development is a model of Empire itself.

Game Studies

It may seem like I am being sarcastic in my synopsis of the main argument of the book but nothing could be further from the truth.

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In Games of Empire, Nick Dyer-Witheford and Greig de Peuter offer a radical political critique of such video games and virtual environments as Second Life, World of Warcraft, and Grand Theft Auto, analyzing them as the exemplary media of Empire, the twenty-first-century hypercapitalist complex theorized by Michael Hardt and Antonio Negri.

Games of Empire: Global Capitalism and... book by Nick Dyer

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