



God in the Machine: Video Games as Spiritual Pursuit

By Liel Leibovitz

Templeton Foundation Press, U.S., United States, 2014. Microfilm. Condition: New. Language: English . Brand New Book. If he were alive today, what might Heidegger say about Halo, the popular video game franchise? What would Augustine think about Assassin s Creed? What could Maimonides teach us about Nintendo s eponymous hero, Mario? While some critics might dismiss such inquiries outright, protesting that these great thinkers would never concern themselves with a medium so crude and mindless as video games, it is important to recognize that games like these are, in fact, becoming the defining medium of our time. We spend more time and money on video games than on books, television, or film, and any serious thinker of our age should be concerned with these games, what they are saying about us, and what we are learning from them. Yet video games still remain relatively unexplored by both scholars and pundits alike. Few have advanced beyond outmoded and futile attempts to tie gameplay to violent behavior. With this canard now thoroughly and repeatedly disproven, it is time to delve deeper. Just as the Museum of Modern Art in Manhattan recently acquired fourteen games as part of its permanent collection, so too must...



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