

Edited by Víctor Navarro-Remesal and Óliver Pérez-Latorre

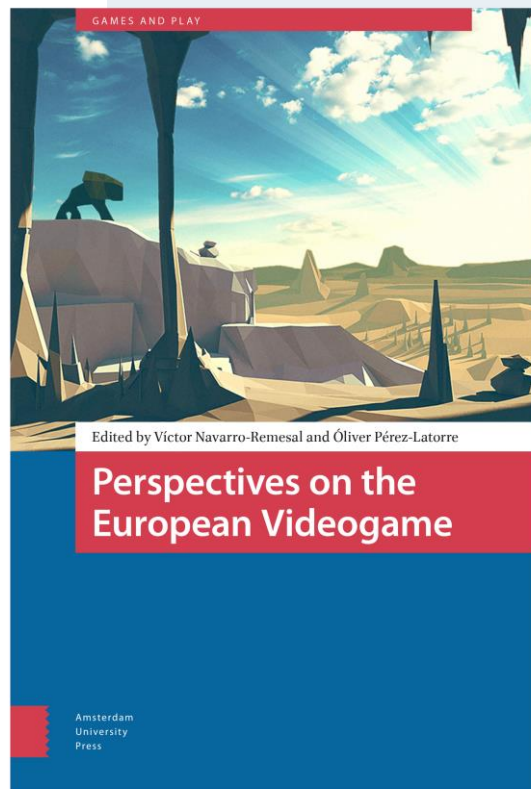
Perspectives on the European Videogame

The history of European videogames has so far been overshadowed by the global impact of the Japanese and North American industries. However, European game development studios have played a major role in videogame history, and many prominent videogames in popular culture, such as *Grand Theft Auto*, *Tomb Raider*, *Alone in the Dark*, and *The Witcher*, were made in Europe. This book proposes an inquiry into European videogames, including both analyses of transnational aspects of European production and close readings of national specificities. It offers a kaleidoscope of European videogame culture, focusing on the analysis of European works and creators but also addressing contextual aspects and placing videogames within a wider sociocultural and philosophical ground. The aim of this collective work is to contribute to the creation of a, until now, almost non-existent yet necessary academic endeavour: a story and critical exploration of the works, authors, styles, and cultures of the European videogame.

BIOGRAPHY

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Games and Play
December 2021
236 pages, 17 b/w illustrations
Hardback
156 x 234 mm
€109.00 / £99.00 / \$136.00
€108.99 / £98.99 / \$135.99

ISBN 9789463726221
e-ISBN 9789048550623
BISAC GAM013000 / GAM000000 / SOC052000
BIC JFD / JFC / 1D / UGG

KEYWORDS

Europe, video game, culture, design, representation

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TABLE OF CONTENTS

Prologue

Conflict, Negotiation, Appropriation, and Diversity: The Challenge of European Game Studies (Torill Elvira Mortensen)

Introduction

Euro Ludens: On the Origins, Playing Region, and Imaginaries of the European Videogame (Oliver Perez-Latorre & Victor Navarro-Remesal)

Part I National Stories

1. National Games: Spanish Games of the 1980s (Clara Fernandez-Vara)
2. From *Le Vampire Fou* to *Billy la Banlieue*: Genre, Influences and Social Commentary in 1980s French Videogames (Alexis Blanchet)
- Finnish Fuck Games: A Lost Historical Footnote (Susanna Paasonen & Veli-Matti Karhulahti)
4. Adopting an Orphaned Platform: The Second Life of the Sharp MZ-800 in Czechoslovakia (Jaroslav .velch)
5. Cuthbert Goes Cloning: Ports, Platforms, and the Dragon Microcomputer (James Newman)

Part II Transnational Approaches

6. Masterpiece! *Auteurism* and European Videogames (Merce Oliva)
7. Playing European Comic Books: The Videogame Adaptations of Asterix and Tintin, 1993–1997 (Manuel Garin)
8. Existential Ludology and Peter Wessel Zapffe (Stefano Gualeni & Daniel Vella)
9. Europe Simulates Europe: How European Analogue Games Frame their Own Identity (Antonio Jose Planells de la Maza)
10. Naturalist Tendency in European Narrative Games (Nelson Zagalo)

Conclusions (for now)

European Videogames, Europeanness in Videogames (Victor Navarro-Remesal & Oliver Perez-Latorre)

Index

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