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## Games and Play

*Games and Play in Contemporary Culture and Society* is a new international and interdisciplinary book series dedicated to game and play research. Its primary focus is on the aesthetic, cultural and communicative aspects of mediated forms of games and play in our contemporary society. The series provides scholars with a peer-reviewed forum for their theoretical, analytical as well as historical contributions to the ongoing discussions on games and play.

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Photograph of the game "I'd Hide You", Blast Theory, 2012. From the cover of *Playful Identities: The Ludification of Digital Media Cultures* (ed. Valerie Frissen, Sybille Lammes, Michiel de Lange, Jos de Mul, Joost Raessens) Courtesy of Blast Theory

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