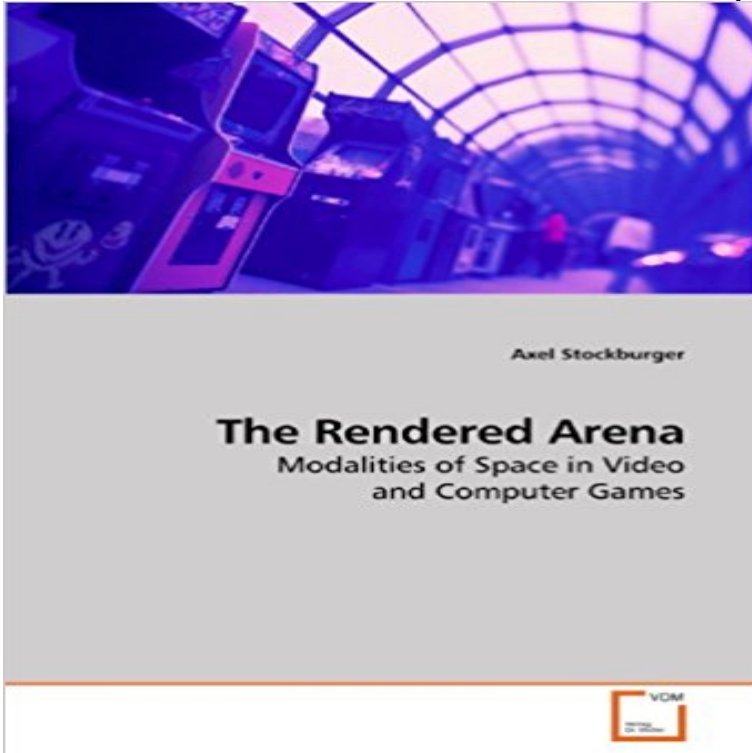


The Rendered Arena: Modalities of Space in Video and Computer Games



This book focuses on the novel spatial paradigms emerging from computer and video games. It presents an original theoretical framework that takes the hybrid nature of the medium into account and aims to extend the present range of methodologies directed towards the analysis of digital games. In order to reveal the critical and transformative power of spatiality in digital games, artistic practice is discussed in this context.

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