

# Complete Bibliography

- 4Gamer. 2006. “[AOGC 2006] 中国産エンジンによる驚愕のMMORPG「完美世界」.” 4Gamer. 10 February 2006. <http://www.4gamer.net/news/history/2006.02/20060210205523detail.html>; last accessed 19 August 2020.
- Abarbanel, Brett. 2018. “Gambling vs. Gaming: A Commentary on the Role of Regulatory, Industry, and Community Stakeholders in the Loot Box Debate.” *Gaming Law Review* 22 (4): 231–34. <https://doi.org/10.1089/glr.2018.2243>.
- Acid Software. 2018. *Active Shooter*. PC. Moscow: Acid Publishing Group.
- Activision. 1982. *Pitfall!* Atari 2600. Santa Monica, CA: Activision.
- . 2008. “Activision F4Q08 (Qtr End 3/31/08) Earnings Call Transcript.” Seeking Alpha. <https://seekingalpha.com/article/76430-activision-f4q08-qtr-end-3-31-08-earnings-call-transcript>; last accessed 19 August 2020.
- Activision Blizzard. 2008. “Activision Blizzard F2Q09 (Qtr End 9/30/08) Earnings Call Transcript.” Seeking Alpha. <https://seekingalpha.com/article/104341-activision-blizzard-f2q09-qtr-end-9-30-08-earnings-call-transcript>; last accessed 19 August 2020.
- . 2019. “Activision Blizzard, Inc. (ATVI) CEO Bobby Kotick on Q4 2018 Results – Earnings Call Transcript.” Seeking Alpha. 13 February 2019. <https://seekingalpha.com/article/4240392-activision-blizzard-inc-atvi-ceo-bobby-kotick-on-q4-2018-results-earnings-call-transcript>; last accessed 19 August 2020.
- Adam. 2018. “Growing Pains 2.” *Blog Land* (blog). 30 March 2018. <https://blog.bot.land/2018/03/growing-pains-2/>; last accessed 19 August 2020.
- Adams, Matthew. 2003. “The Reflexive Self and Culture: A Critique.” *The British Journal of Sociology* 54 (2): 221–38. <https://doi.org/10.1080/0007131032000080212>.
- Akiaten, Brandon. 2019. *Raising Kratos*. Documentary. Sony Interactive Entertainment.
- Albarrán-Torres, César, and Gerard Goggin. 2014. “Mobile Social Gambling: Poker’s next Frontier.” *Mobile Media & Communication* 2 (1): 94–109.
- Alexandra, Heather. 2017. “Loot Boxes Are Designed To Exploit Us.” *Kotaku* (blog). 13 October 2017. <https://kotaku.com/loot-boxes-are-designed-to-exploit-us-1819457592>; last accessed 19 August 2020.
- Alexius, Susanna. 2017. “Assigning Responsibility for Gambling-Related Harm: Scrutinizing Processes of Direct and Indirect Consumer Responsibilization of Gamblers in Sweden.” *Addiction Research & Theory* 25 (6): 462–75. <https://doi.org/10.1080/16066359.2017.1321739>.
- Alha, Kati, Elina Koskinen, Janne Paavilainen, Juho Hamari, and Jani Kinnunen. 2014. “Free-to-Play Games: Professionals’ Perspectives.” In *Proceedings of DiGRA Nordic 2014*. Visby: Digital Games Research Association.

- Almaguer, Jacob. 2019. "Gamer Resistance to Marketization of Play." *Markets, Globalization & Development Review* 3 (3). <https://doi.org/10.23860/MGDR-2018-03-03-05>.
- Alves, Tiago Reis, and Licínio Roque. 2007. "Because Players Pay: The Business Model Influence on MMOG Design." In *DiGRA '07 – Proceedings of the 2007 DiGRA International Conference: Situated Play*, 658–63. Tokyo: DiGRA.
- Amanita Design. 2009. *Machinarium*. PC. Brno: Amanita Design.
- Anderson, Alistair R. 2000. "Paradox in the Periphery: An Entrepreneurial Reconstruction?" *Entrepreneurship & Regional Development* 12 (2): 91–109. <https://doi.org/10.1080/089856200283027>.
- Anthropy, Anna. 2012. *Rise of the Videogame Zinesters*. New York: Seven Stories Press.
- Archosaur Studio, and E-Pie. 2002. *Great Qin Warriors*. PC. Beijing: E-Pie.
- Arendt, Hannah. 1987. "Labor, Work, Action." In *Amor Mundi: Explorations in the Faith and Thought of Hannah Arendt*, edited by S.J. James W. Bernauer, 29–42. Boston College Studies in Philosophy. Dordrecht: Springer Netherlands. [https://doi.org/10.1007/978-94-009-3565-5\\_2](https://doi.org/10.1007/978-94-009-3565-5_2).
- . 2019. *The Human Condition*. 2nd Edition. Chicago, IL: University of Chicago Press.
- Aronowitz, Stanley, and William DiFazio. 2010. *The Jobless Future*. 2nd Edition. Minneapolis, MN: University of Minnesota Press.
- Ash, James. 2016. "Theorizing Studio Space: Spheres and Atmospheres in a Video Game Design Studio." In *Studio Studies: Operations, Topologies and Displacements*, edited by Ignacio Farias and Alex Wilkie, 91–104. London/New York: Routledge.
- Australian Bureau of Statistics. 2012. "Film, Television and Digital Games 2011–12." Canberra: Australian Bureau of Statistics.
- Back, Les, and Nirmal Puwar. 2012. "A Manifesto for Live Methods: Provocations and Capacities." *The Sociological Review* 60 (S1): 6–17. <https://doi.org/10.1111/j.1467-954X.2012.02114.x>.
- Bailey, Dustin. 2019. "EA: They're Not Loot Boxes, They're 'Surprise Mechanics,' and They're 'Quite Ethical.'" *PCGamesN* (blog). <https://www.pcgamesn.com/ea-loot-boxes>; last accessed 19 August 2020.
- Bailey, Eric N., Kazunori Miyata, and Tetsuhiko Yoshida. 2019. "Gender Composition of Teams and Studios in Video Game Development." *Games and Culture*, August, Online First. <https://doi.org/10.1177/1555412019868381>.
- Banks, John. 2013. *Co-Creating Videogames*. New York: Bloomsbury Publishing.
- Banks, John, and Stuart Cunningham. 2016a. "Creative Destruction in the Australian Videogames Industry." *Media International Australia* 160 (1): 127–39. <https://doi.org/10.1177/1329878X16653488>.

- . 2016b. "Games Production in Australia: Adapting to Precariousness." In *Precarious Creativity: Global Media, Local Labor*, edited by Michael Curtin and Kevin Sanson, 186–99. Berkeley, CA: University of California Press.
- Banks, Mark. 2007. *The Politics of Cultural Work*. Basingstoke: Palgrave Macmillan.
- . 2017. *Creative Justice: Cultural Industries, Work and Inequality*. Lanham, MD: Rowman & Littlefield.
- . 2019. "Precarity, Biography, and Event: Work and Time in the Cultural Industries." *Sociological Research Online* 24 (4): 541–56. <https://doi.org/10.1177/1360780419844526>.
- Banks, Mark, Rosalind Gill, and Stephanie Taylor. 2013. "Introduction: Cultural Work, Time and Trajectory." In *Theorizing Cultural Work: Labour, Continuity and Change in the Cultural and Creative Industries*, edited by Mark Banks, Rosalind Gill, and Stephanie Taylor, 1–15. London: Routledge.
- Banks, Mark, and David Hesmondhalgh. 2009. "Looking for Work in Creative Industries Policy." *International Journal of Cultural Policy* 15 (4): 415–30. <https://doi.org/10.1080/10286630902923323>.
- Banks, Miranda J., Bridget Conor, and Vicki Mayer (eds) 2016. *Production Studies, the Sequel! Cultural Studies of Global Media Industries*. New York: Routledge.
- Bauman, Zygmunt. 2004. *Work, Consumerism And the New Poor*. New York: McGraw-Hill Education.
- Baym, Nancy K. 2018. *Playing to the Crowd: Musicians, Audiences, and the Intimate Work of Connection*. New York: New York University Press.
- BBC News. 2019. "What Happens When You Ban Loot Boxes in Gaming?" *Newsbeat* 12 September 2019. <https://www.bbc.com/news/newsbeat-49674333>; last accessed 19 August 2020.
- Becker, Howard S., and Anselm L. Strauss. 1956. "Careers, Personality, and Adult Socialization." *American Journal of Sociology* 62 (3): 253–63.
- Benghozi, Pierre-Jean, and Philippe Chantepie. 2017. *Jeux vidéo. L'industrie culturelle du XXI<sup>e</sup> siècle? Questions de culture*. Paris: Ministère de la culture, Secrétariat général, Département des études, de la prospective et des statistiques.
- Berardi, Franco. 2009. *The Soul at Work: From Alienation to Autonomy*. Translated by Francesca Cadel and Giuseppina Mecchia. Los Angeles, CA: Semiotext(e).
- Blackmon, Samantha, Mia Consalvo, Alexandra Orlando, and T.L. Taylor. 2019. "Video Game Live Streaming: Challenges and Possibilities for Diversity and Inclusion." presented at the Video Game Live Streaming: Challenges and Possibilities for Diversity and Inclusion, Irvine, CA, 6 September.
- Blažek, Bohuslav. 1990. *Bludiště počítačových her*. Praha: Mladá fronta.
- Blizzard Entertainment. 2004. *World of Warcraft*. PC. Irvine, CA: Blizzard Entertainment.
- . 2014. *Hearthstone*. PC, iOS, Android. Irvine, CA: Blizzard Entertainment.

- Bluebaby, dannyBstyle, and Musician. 2008. "Meat Boy." Newgrounds.Com. <https://www.newgrounds.com/portal/view/463241>; last accessed 19 August 2020.
- Bobrowski, Michał, Patrycja Rodzińska-Szary, Anna Krampus-Sepielak, Maciek Śliwiński, and Seweryn Rudnicki. 2017. "Kondycja polskiej branży gier. Raport 2017." Kraków: Krakowski park technologiczny, Ministerstwo kultury i dziedzictwa narodowego. Creative Europe Desk Poland. Województwo małopolskie. <https://www.cdprojekt.com/pl/wp-content/uploads-pl/2016/03/kondycja-polskiej-branz-y-gier17.pdf>; last accessed 19 August 2020.
- Boltanski, Luc, and Eve Chiapello. 2005. *The New Spirit of Capitalism*. London/ New York: Verso.
- Borsook, Paulina. 2000. *Cyberselfish: A Critical Romp Through the Terribly Libertarian Culture of High Tech*. New York: PublicAffairs.
- "Bot Land – Free Automated Strategy Game." n.d. Bot Land. <https://bot.land/>; last accessed 16 January 2020.
- Bourdieu, Pierre. 1984. *Distinction: A Social Critique of the Judgement of Taste*. Translated by Richard Nice. Cambridge, MA: Harvard University Press.
- Bowley, Rachel. 2017. "The Fastest-Growing Jobs in the US Based on LinkedIn Data." LinkedIn Official Blog, 7 December 2017; <https://blog.linkedin.com/2017/december/7/the-fastest-growing-jobs-in-the-u-s-based-on-linkedin-data>; last accessed 19 August 2020.
- Bowman, Ben. 2017. "How Twitch Is Turning 'Always Be Streaming' into a Career with Zero Balance." Polygon. 16 January 2017. <https://www.polygon.com/2017/1/16/14240224/twitch-irl-risks-dangers>; last accessed 19 August 2020.
- Brestovansky, Michael. 2018. "'Loot Box' Bills Fail to Advance." *Hawaii Tribune-Herald* (blog). 24 March 2018. <https://www.hawaiitribune-herald.com/2018/03/24/hawaii-news/loot-box-bills-fail-to-advance/>; last accessed 19 August 2020.
- Broekhuizen, Thijs L.J., Joseph Lampel, and Joost Rietveld. 2013. "New Horizons or a Strategic Mirage? Artist-Led-Distribution versus Alliance Strategy in the Video Game Industry." *Research Policy* 42 (4): 954–64. <https://doi.org/10.1016/j.respol.2012.12.007>.
- Brooks, Jacqueline Grennon, and Martin G. Brooks. 1993. *In Search of Understanding: The Case for Constructivist Classrooms*. Alexandria, VA: Association for Supervision and Curriculum Development.
- Browne, Pierson. 2015. "Jumping the Gap: Indie Labour and the Imagined Indie Community." Master's thesis, Montréal: Concordia University.
- Browne, Pierson, Brian R. Schram, Jennifer R. Whitson, Bart Simon, Felan Parker, Matthew E. Perks, Ceyda Yolgörmez, and Gabrielle Lavenir. Forthcoming. "Hosting a Symposium as Data Collection: Bringing Together Dispersed Participants and Creating 'The Field.'" *Loading...*

- Bryce, Jo, and Jason Rutter. 2003. "Gender Dynamics and the Social and Spatial Organization of Computer Gaming." *Leisure Studies* 22 (1): 1–15. <https://doi.org/10.1080/02614360306571>.
- Budziszewski, Konrad. 2015. "Poland." In *Video Games around the World*, edited by Mark J. P. Wolf, 399–424. Cambridge, MA: MIT Press.
- Bulut, Ergin. 2015a. "Playboring in the Tester Pit: The Convergence of Precarity and the Degradation of Fun in Video Game Testing." *Television & New Media* 16 (3): 240–58. <https://doi.org/10.1177/1527476414525241>.
- . 2015b. "Glamor Above, Precarity Below: Immaterial Labor in the Video Game Industry." *Critical Studies in Media Communication* 32 (3): 193–207. <https://doi.org/10.1080/15295036.2015.1047880>.
- Bungie. 2014. *Destiny*. PS3, PS4, Xbox 360, Xbox ONE. Bellevue, WA: Activision.
- . 2017. *Destiny 2*. PC, PS4, Xbox ONE. Bellevue, WA: Activision.
- "Businesses." n.d. Tose Software. <https://www.tose.co.jp/en/business/index.html>; last accessed 28 January 2020.
- Caillois, Roger. 1961. *Man, Play, and Games*. Translated by Meyer Barash. New York: Free Press of Glencoe.
- Caldwell, John Thornton. 2008. *Production Culture: Industrial Reflexivity and Critical Practice in Film and Television*. Console-Ing Passions. Durham, NC: Duke University Press.
- . 2014. "Para-Industry, Shadow Academy." *Cultural Studies* 28 (4): 720–40. <https://doi.org/10.1080/09502386.2014.888922>.
- Carter, Marcus, and Staffan Björk. 2016. "Cheating in Candy Crush Saga." In *Social, Casual and Mobile Games: The Changing Gaming Landscape*, edited by Tama Leaver and Michele A. Willson, 261–74. New York: Bloomsbury Academic.
- Cassell, Justine, and Henry Jenkins (eds) 1998. *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, MA: MIT Press.
- Certeau, Michel de. 1984. *The Practice of Everyday Life*. Berkeley, CA: University of California Press.
- Chartier, Jean-Simon. 2019. *Playing Hard*. Documentary. MC2 Communication Média.
- Chess, Shira. 2013. "Youthful White Male Industry Seeks 'Fun-'Loving Middle-Aged Women for Video Games – No Strings Attached." In *The Routledge Companion to Media & Gender*, edited by Cynthia Carter, Linda Steiner, and Lisa McLaughlin, 168–78. New York: Routledge.
- Chew, Matthew M. 2016. "Contested Reception of the Free-To-Play Business Model in the North American Video Game Market." In *Global Game Industries and Cultural Policy*, edited by Anthony Fung, 227–49. Cham: Springer International Publishing. [https://doi.org/10.1007/978-3-319-40760-9\\_11](https://doi.org/10.1007/978-3-319-40760-9_11).

- Chia, Aleena. Forthcoming. "Productive Leisure in Post-Fordist Fandom." *The Journal of Fandom Studies* 8 (1): 47–63. [https://doi.org/10.1386/jfs\\_00009\\_1](https://doi.org/10.1386/jfs_00009_1).
- . 2019. "The Moral Calculus of Vocational Passion in Digital Gaming." *Television & New Media* 20 (8): 767–77. <https://doi.org/10.1177/1527476419851079>.
- Cinemaware. 1986. *Defender of the Crown*. Amiga. Cinemaware.
- Clark, Ryan. 2015. "The 5 Myths of the Indiepocalypse." Gamasutra. 8 September 2015. [https://www.gamasutra.com/blogs/RyanClark/20150908/253087/The\\_5\\_Myths\\_of\\_the\\_Indiepocalypse.php](https://www.gamasutra.com/blogs/RyanClark/20150908/253087/The_5_Myths_of_the_Indiepocalypse.php); last accessed 19 August 2020.
- Cleaver, Sean. 2017. "Playsaurus Ditches Clicker Heroes 2 Microtransactions Due to Ethical Concerns over Addictions." 21 November 2017. <https://www.develop-online.net/news/playsaurus-ditches-clicker-heroes-2-microtransactions-due-to-ethical-concerns-over-addictions/0237653>; last accessed 19 August 2020.
- Cohen, Nicole S. 2016. *Writers' Rights: Freelance Journalism in a Digital Age*. Montréal; Kingston: McGill-Queen's Press.
- Computer None. 2008. *Braid*. Xbox 360. San Francisco, CA: Microsoft Game Studios.
- ConcernedApe. 2016. *Stardew Valley*. PC, PS4, Xbox One. Seattle, WA: Chucklefish.
- Consalvo, Mia. 2006. "Console Video Games and Global Corporations: Creating a Hybrid Culture." *New Media & Society* 8 (1): 117–37. <https://doi.org/10.1177/1461444806059921>.
- . 2008. "Crunched by Passion: Women Game Developers and Workplace Challenges." In *Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming*, edited by Yasmin B. Kafai, Carrie Heeter, Jill Denner, and Jennifer Y. Sun, 177–93. Cambridge, MA: MIT Press.
- . 2016. *Atari to Zelda: Japan's Videogames in Global Contexts*. Cambridge, MA: MIT Press.
- . 2018. "Kaceytron and Transgressive Play on Twitch.Tv." In *Transgression in Games and Play*, edited by Kristine Jørgensen and Faltin Karlsen, 83–98. Cambridge, MA: MIT Press.
- Consalvo, Mia, and Andrew Phelps. 2019. "Performing Game Development Live on Twitch." In *Proceedings of the 52nd Annual Hawaii International Conference on System Sciences*, 2438–47. Honolulu, HI: HICSS. <https://doi.org/10.24251/HICSS.2019.294>.
- Consalvo, Mia, and Marilyn Sugiarto. 2016. "Game over? Not Really: Spectating Failure on Twitch.Tv." presented at the AoIR 2016, Berlin, 5 October.
- Conway, Steven, and Jennifer deWinter, eds. 2015. *Video Game Policy: Production, Distribution, and Consumption*. New York: Routledge.
- Cornford, James, Richard Naylor, and Stephen Driver. 2000. "New Media and Regional Development: The Case of the UK Computer and Video Games Industry." In *Restructuring Industry and Territory. The Experience of Europe's Regions*,

- edited by Anna Giunta, Arnoud Lagendijk, and Andy Pike, 83–108. London: The Stationery Office.
- Corrigan, Thomas F. 2018. "Making Implicit Methods Explicit: Trade Press Analysis in the Political Economy of Communication." *International Journal of Communication* 12 (July): 2751–72.
- Cote, Amanda C. 2018. "Writing 'Gamers': The Gendered Construction of Gamer Identity in Nintendo Power (1994–1999)." *Games and Culture* 13 (5): 479–503. <https://doi.org/10.1177/15555412015624742>.
- Couldry, Nick, and Alison Powell. 2014. "Big Data from the Bottom Up." *Big Data & Society*, July. <https://doi.org/10.1177/2053951714539277>.
- Crawford, Garry. 2004. *Consuming Sport: Fans, Sport and Culture*. London; New York: Routledge.
- Crecente, Brian. 2014. "Watch People Develop Games Live in Twitch's Latest Category." Polygon. 29 October 2014. <https://www.polygon.com/2014/10/29/7091727/twitch-game-development-live>; last accessed 19 August 2020.
- . 2018. "U.S. Sen.: Ratings Need ESRB Review in Light of Loot Boxes." *Rolling Stone* (blog). 15 February 2018. <https://web.archive.org/web/20180215000121/https://www.rollingstone.com/glixel/news/us-sen-ratings-need-esrb-review-in-light-of-loot-boxes-w516718>; last accessed 19 August 2020.
- Crogan, Patrick, and Samuel Kinsley. 2012. "Paying Attention: Towards a Critique of the Attention Economy." *Culture Machine* 13 (July). <https://culturemachine.net/wp-content/uploads/2019/01/463-1025-1-PB.pdf>; last accessed 19 August 2020.
- Crowley, Martha, Daniel Tope, Lindsey Joyce Chamberlain, and Randy Hodson. 2010. "Neo-Taylorism at Work: Occupational Change in the Post-Fordist Era." *Social Problems* 57 (3): 421–47. <https://doi.org/10.1525/sp.2010.57.3.421>.
- D'Anastasio, Cecilia. 2018. "Inside the Culture of Sexism at Riot Games." *Kotaku*. 7 August 2018. <https://kotaku.com/inside-the-culture-of-sexism-at-riot-games-1828165483>; last accessed 19 August 2020.
- . 2019. "Riot Employees Say Company Has Made Real Progress Fixing Its Sexism Issues." *Kotaku*. 7 August 2019. <https://kotaku.com/riot-games-and-sexism-one-year-later-1837041215>; last accessed 19 August 2020.
- Darian-Smith, Eve. 2013. *Laws and Societies in Global Contexts: Contemporary Approaches*. Cambridge: Cambridge University Press.
- Dark Watcher. n.d. "Funtech Super A'Can." Video Game Console Library. <https://webcache.googleusercontent.com/search?q=cache:CJ3t46uh8MEJ:https://www.videogameconsolelibrary.com/pg90-funtech.htm+&cd=1&hl=en&ct=clnk&gl=cz&client=firefox-b-d>; last accessed 28 January 2020.
- Decker, Adrienne, Andrew Phelps, and Christopher Egert. 2017. "Trial by a Many-Colored Flame: A Multi-Disciplinary, Community-Centric Approach to Digital Media and Computing Education." In *New Directions for Computing Education*:

- Embedding Computing Across Disciplines*, edited by Samuel B. Fee, Amanda M. Holland-Minkley, and Thomas E. Lombardi, 237–57. Cham: Springer International Publishing. [https://doi.org/10.1007/978-3-319-54226-3\\_14](https://doi.org/10.1007/978-3-319-54226-3_14).
- Deeming, Scott. 2013. “Abandonware, Commercial Expatriation and Post-Commodity Fan Practice: A Study of the Sega Dreamcraft.” Master’s thesis, Toronto: York University.
- Dekan, Lubomír, Radoslav Javor, and Norbert Grellneth. 1995. *Twilight: Krajina tieňov*. ZX Spectrum. Bratislava: Ultrasoft.
- De Kervenoael, Ronan, Mark Palmer, and Alan Hallsworth. 2013. “From the Outside in: Consumer Anti-Choice and Policy Implications in the Mobile Gaming Market.” *Telecommunications Policy* 37 (6–7): 439–49. <https://doi.org/10.1016/j.telpol.2012.06.008>.
- De La Merced, Michael J. 2017. “Unity Technologies, Whose Engine Is Behind Pokémon Go, Agrees to Funding.” *The New York Times*, 24 May 2017. <https://www.nytimes.com/2017/05/24/business/dealbook/unity-technologies-400-million-funding-round-pokemon.html>; last accessed 19 August 2020.
- De Peuter, Greig. 2014. “Beyond the Model Worker: Surveying a Creative Precariat.” *Culture Unbound: Journal of Current Cultural Research* 6 (1): 263–84. <https://doi.org/10.3384/cu.2000.1525.146263>.
- De Peuter, Greig, and Nicole S. Cohen. 2015. “Emerging Labour Politics in Creative Industries.” In *The Routledge Companion to the Cultural Industries*, edited by Kate Oakley and Justin O’Connor, 305–18. London/New York: Routledge.
- De Peuter, Greig, Nicole S. Cohen, and Francesca Saraco. 2017. “The Ambivalence of Coworking: On the Politics of an Emerging Work Practice.” *European Journal of Cultural Studies* 20 (6): 687–706. <https://doi.org/10.1177/1367549417732997>.
- De Peuter, Greig, and Nick Dyer-Witheford. 2005. “A Playful Multitude? Mobilising and Counter-Mobilising Immaterial Game Labour.” *Fibreculture Journal*, no. 5. <http://five.fibreculturejournal.org/fcj-024-a-playful-multitude-mobilising-and-counter-mobilising-immaterial-game-labour/>; last accessed 19 August 2020.
- De Peuter, Greig, and Chris J. Young. 2019. “Contested Formations of Digital Game Labor.” *Television & New Media* 20 (8): 747–55. <https://doi.org/10.1177/1527476419851089>.
- Deleuze, Gilles. 1968. *Différence et répétition*. Paris: Presses universitaires de France.
- Destructive Creations. 2015. *Hatred*. PC. Gliwice, Poland: Destructive Creations.
- Deterding, Sebastian. 2014. “Modes of Play: A Frame Analytic Account of Video Game Play.” PhD, Hamburg University.
- Deuze, Mark. 2006. “Participation, Remediation, Bricolage: Considering Principal Components of a Digital Culture.” *The Information Society* 22 (2): 63–75. <https://doi.org/10.1080/01972240600567170>.
- . 2013. *Media Work*. Hoboken, NJ: John Wiley & Sons.



- Deuze, Mark, Chase Bowen Martin, and Christian Allen. 2007. "The Professional Identity of Gameworkers." *Convergence: The International Journal of Research into New Media Technologies* 13 (4): 335–53. <https://doi.org/10.1177/1354856507081947>.
- Deuze, Mark, and Mirjam Prenger, eds. 2019. *Making Media: Production, Practices, and Professions*. Amsterdam: Amsterdam University Press.
- deWinter, Jennifer. 2015. *Shigeru Miyamoto – Super Mario Bros., Donkey Kong, The Legend of Zelda*. Influential Video Game Designers. New York/London [etc.]: Bloomsbury Publishing.
- DOMO Production. 1990. *Xuanyuan Jian*. PC. Taipei: Softstar.
- Dongfang Tiyu. 2018. "腾讯QQ游戏大厅直接照搬联众，如今联众已经无人问津." Dongfang Tiyu. 27 April 2018. <https://sports.eastday.com/a/180427145759278000000.html>; last accessed 19 August 2020.
- Donovan, Tristan. 2010. *Replay: The History of Video Games*. East Sussex: Yellow Ant.
- Donzelot, Jacques. 1991. "Pleasure in Work." In *The Foucault Effect: Studies in Governmentality*, edited by Graham Burchell, Colin Gordon, and Peter Miller, 251–80. Chicago, IL: University of Chicago Press.
- Double Fine Productions. 2009. *Brütal Legend*. PS3, Xbox 360. San Francisco, CA: Electronic Arts.
- Dovey, Jon, and Helen W. Kennedy. 2006. *Game Cultures: Computer Games as New Media*. Issues in Cultural and Media Studies. Maidenhead/New York: Open University Press.
- Dreier, M., K. Wölfling, E. Duven, S. Giralt, M. E. Beutel, and K. W. Müller. 2017. "Free-to-Play: About Addicted Whales, at Risk Dolphins and Healthy Minnows. Monetization Design and Internet Gaming Disorder." *Addictive Behaviors* 64 (January): 328–33. <https://doi.org/10.1016/j.addbeh.2016.03.008>.
- Duffy, Brooke Erin. 2017. *(Not) Getting Paid to Do What You Love: Gender, Social Media, and Aspirational Work*. New Haven, CT: Yale University Press.
- Dunn, Elizabeth C. 2004. *Privatizing Poland: Baby Food, Big Business, and the Remaking of Labor*. Ithaca, NY: Cornell University Press.
- Duxbury, Nancy, Anita Kangas, and Christiaan De Beukelaer. 2017. "Cultural Policies for Sustainable Development: Four Strategic Paths." *International Journal of Cultural Policy* 23 (2): 214–30. <https://doi.org/10.1080/10286632.2017.1280789>.
- Dyer-Witheford, Nick, and Greig de Peuter. 2009. *Games of Empire: Global Capitalism and Video Games*. Minneapolis, MN: University of Minnesota Press.
- Egert, Christopher, and Andrew Phelps. 2011. "Motivating Science Education through Games." In *Learning to Play: Exploring the Future of Education with Video Games*, edited by Myint Swe Khine, 129–51. New York: Peter Lang.
- Elberse, Anita. 2013. *Blockbusters: Hit-Making, Risk-Taking, and the Big Business of Entertainment*. New York: Henry Holt and Company.

- Eloranta, Minna. 2016. "Steam Greenlight for First-Time Developers : Explaining Steam Greenlight from a Game Developer's Perspective." Bachelor's thesis, Tampere: Tampere University of Applied Sciences.
- Epic Games. 2017. *Fortnite*. PC, PS4, Xbox One, Nintendo Switch, Android, iOS. Cary, NC: Epic Games.
- Ericsson, K. Anders, and Jacqui Smith. 1991. *Toward a General Theory of Expertise: Prospects and Limits*. Cambridge: Cambridge University Press.
- Evans, Elizabeth. 2016. "The Economics of Free: Freemium Games, Branding and the Impatience Economy." *Convergence: The International Journal of Research into New Media Technologies* 22 (6): 563–80. <https://doi.org/10.1177/1354856514567052>.
- "Events – Roadshow." n.d. Unity. <https://unity3d.com/events/roadshow>; last accessed 13 January 2020.
- Farokhmanesh, Megan. 2018. "Devolver Digital Mocks Loot Boxes and Cryptocurrencies with Its Latest E3 Stunt." *The Verge* (blog). 10 June 2018. <https://www.theverge.com/2018/6/10/17447914/devolver-digital-e3-loot-box-coin-gag>; last accessed 19 August 2020.
- Fast, Karin, Henrik Örnebring, and Michael Karlsson. 2016. "Metaphors of Free Labor: A Typology of Unpaid Work in the Media Sector." *Media, Culture & Society* 38 (7): 963–78. <https://doi.org/10.1177/0163443716635861>.
- Filiciak, Mirosław. 2016. "Playing Capitalism. The Polish People's Republic, Constructing Memory, and Video Games." *View. Theories and Practices of Visual Culture*, 11: 1–26.
- Finlay, Dominic. 2019. "5 Games to Get You Started with Eurojank." *Exclusively Games* (blog). 18 March 2019. <https://www.exclusivelygames.com/5-games-to-get-you-started-with-eurojank/>; last accessed 19 August 2020.
- Firemint. 2009. *Flight Control*. IOS. Melbourne: Namco.
- Fitts, Paul Morris, and Michael I. Posner. 1967. *Human Performance*. Belmont, CA: Brooks/Cole Publishing Company.
- Fleming, Peter. 2005. "Workers' Playtime?: Boundaries and Cynicism in a 'Culture of Fun' Program." *The Journal of Applied Behavioral Science* 41 (3): 285–303. <https://doi.org/10.1177/0021886305277033>.
- . 2014. *Resisting Work: The Corporatization of Life and Its Discontents*. Philadelphia, PA: Temple University Press.
- Fortunati, Leopoldina. 2007. "Immaterial Labor and Its Machinization." *Ephemera: Theory & Politics in Organization* 7 (1): 139–57.
- Foucault, Michel. 1975. *Surveiller et punir. Naissance de la prison*. Paris: Gallimard.
- . 2008. *The Birth of Biopolitics: Lectures at the Collège de France, 1978–1979*. Translated by Graham Burchell. New York: Palgrave Macmillan.
- Foxman, Maxwell. 2019. "United We Stand: Platforms, Tools and Innovation with the Unity Game Engine." *Social Media + Society* 5 (4). <https://doi.org/10.1177/2056305119880177>.

- Frank, Allegra. 2017. "Star Wars Battlefront 2 Loot Boxes Undergo Changes, Following Criticism." *Polygon* (blog). 31 October 2017. <https://www.polygon.com/2017/10/31/16581432/star-wars-battlefront-2-loot-boxes-star-cards>; last accessed 19 August 2020.
- . 2018. "This Is the Group Using GDC to Bolster Game Studio Unionization Efforts." *Polygon*. 21 March 2018. <https://www.polygon.com/2018/3/21/17145242/game-workers-unite-video-game-industry-union>; last accessed 19 August 2020.
- Fuka, František. 1985. *Indiana Jones a Chrám zkázy*. ZX Spectrum. Praha: Fuxoft.
- . 1988. *Počítačové hry: Historie a současnost*, 2. Díl. Beroun: Zenitcentrum.
- Fung, Anthony (ed.). 2016. *Global Game Industries and Cultural Policy*. Cham: Palgrave Macmillan.
- Gach, Ethan. 2019. "Review Site OpenCritic Says It'll Start Keeping Track Of Games With Loot Boxes." *Kotaku* (blog). <https://kotaku.com/review-site-opencritic-says-itll-start-keeping-track-of-1832363680>; last accessed 19 August 2020.
- Gainsbury, Sally M., Daniel L. King, Alex M. T. Russell, and Paul Delfabbro. 2016. "Who Pays to Play Freemium Games? The Profiles and Motivations of Players Who Make Purchases Within Social Casino Games." *Journal of Behavioral Addictions* 5 (2): 221–30. <https://doi.org/10.1556/2006.5.2016.031>.
- Gandhi, Leela. 2014. *Postcolonial Theory: A Critical Introduction*. Sydney: Allen & Unwin.
- Garda, Maria B., and Paweł Grabarczyk. 2016. "Is Every Indie Game Independent? Towards the Concept of Independent Game." *Game Studies* 16 (1). <http://gamestudies.org/1601/articles/gardagrabarczyk>; last accessed 19 August 2020.
- Garfield, Richard. 1993. *Magic: The Gathering*. Renton, Washington, DC: Wizards of the Coast.
- Garnham, Nicholas. 1990. *Capitalism and Communication: Global Culture and the Economics of Information*. London: Sage Publishing.
- . 2005. "From Cultural to Creative Industries: An Analysis of the Implications of the 'Creative Industries' Approach to Arts and Media Policy Making in the United Kingdom." *International Journal of Cultural Policy* 11 (1): 15–29. <https://doi.org/10.1080/10286630500067606>.
- Gauntlett, David. 2013. *Making Is Connecting*. Hoboken, NJ: John Wiley & Sons.
- Gelber, Steven M. 1999. *Hobbies: Leisure and the Culture of Work in America*. New York: Columbia University Press.
- George K. 1991. *Jméno růže*. ZX Spectrum. Ústí nad Labem: Proxima.
- Gerber, Alison. 2020. "Black Hole Suns: Binarism and Gravity in Cultural Fields." *Culture Unbound: Journal of Current Cultural Research* 12 (2): 393–411. <https://doi.org/10.3384/cu.2000.1525.191217a>.
- Gershon, Ilana. 2017. *Down and Out in the New Economy: How People Find (or Don't Find) Work Today*. Chicago, IL: University of Chicago Press.
- Ghost Pattern. Forthcoming. *Wayward Strand*. PC. Melbourne: Ghost Pattern.

- Giddens, Anthony. 1964. "Notes on the Concepts of Play and Leisure." *The Sociological Review* 12 (1): 73–89. <https://doi.org/10.1111/j.1467-954X.1964.tb01247.x>.
- . 1991. *Modernity and Self-Identity: Self and Society in the Late Modern Age*. Palo Alto, CA: Stanford University Press.
- Gill, Rosalind. 2011. "'Life Is a Pitch': Managing the Self in New Media Work." In *Managing Media Work*, edited by Mark Deuze, 249–62. London: SAGE.
- . 2013. "Inequalities in Media Work." In *Behind the Screen: Inside European Production Cultures*, edited by P. Szczepanik and P. Vonderau, 189–206. Basingstoke: Palgrave Macmillan.
- . 2014. "Unspeakable Inequalities: Post Feminism, Entrepreneurial Subjectivity, and the Repudiation of Sexism among Cultural Workers." *Social Politics: International Studies in Gender, State & Society* 21 (4): 509–28. <https://doi.org/10.1093/sp/jxu016>.
- Gillespie, Tarleton. 2010. "The Politics of 'Platforms.'" *New Media & Society* 12 (3): 347–64. <https://doi.org/10.1177/1461444809342738>.
- . 2018. *Custodians of the Internet: Platforms, Content Moderation, and the Hidden Decisions That Shape Social Media*. New Haven, CT: Yale University Press.
- Göncü, Artin, and Anthony Perone. 2005. "Pretend Play as a Life-Span Activity." *Topoi* 24 (2): 137–47. <https://doi.org/10.1007/s11245-005-5051-7>.
- Gorz, André. 1999. *Reclaiming Work: Beyond the Wage-Based Society*. Translated by Chris Turner. Hoboken, NJ: Wiley.
- GPC, and CNG. 2015. "2014 China Gaming Industry Overseas Market Report." Beijing: GPC.
- Graeber, David. 2018. *Bullshit Jobs: A Theory*. New York: Simon and Schuster.
- Grammer, Charlie. 2014. "Gamebusters Myth 8: Killswitch." GotGame. 3 January 2014. <https://gotgame.com/2014/01/02/gamebusters-myth-8-killswitch/>; last accessed 19 August 2020.
- Grandadam, David, Patrick Cohendet, and Laurent Simon. 2013. "Places, Spaces and the Dynamics of Creativity: The Video Game Industry in Montreal." *Regional Studies* 47 (10): 1701–14. <https://doi.org/10.1080/00343404.2012.699191>.
- Gregg, Melissa. 2011. *Work's Intimacy*. Cambridge: Polity Press.
- . 2018. *Counterproductive: Time Management in the Knowledge Economy*. Durham, NC: Duke University Press.
- Grimes, Sara M. 2015. "Little Big Scene: Making and Playing Culture in Media Molecule's LittleBigPlanet." *Cultural Studies* 29 (3): 379–400. <https://doi.org/10.1080/09502386.2014.937944>.
- Grimes, Sara M., and Andrew Feenberg. 2009. "Rationalizing Play: A Critical Theory of Digital Gaming." *The Information Society* 25 (2): 105–18. <https://doi.org/10.1080/01972240802701643>.

- Haddon, Leslie. 1988. "Electronic and Computer Games: The History of an Interactive Medium." *Screen* 29 (2): 52–73. <https://doi.org/10.1093/screen/29.2.52>.
- Haggin, Patience. 2016. "Unity Reaches a \$1.5 Billion Valuation." *Wall Street Journal*, 13 July 2016. <https://www.wsj.com/articles/game-engine-unity-raises-181m-series-c-hits-1-5b-valuation-1468422602>; last accessed 19 August 2020.
- Halfbrick. 2010. *Fruit Ninja*. IOS, Android, Windows Phone. Brisbane: Halfbrick.
- Hall, Charlie. 2019. "Microsoft, Nintendo, and Sony to Require Loot Box Odds Disclosure." *Polygon* (blog). 7 August 2019. <https://www.polygon.com/2019/8/7/20758617/ftc-loot-boxes-policy-ps4-xbox-one-nintendo-switch>; last accessed 19 August 2020.
- Hall, Stuart. 1992. "The Question of Cultural Identity." In *Modernity and Its Futures*, edited by Stuart Hall, David Held, and Tony McGrew, 273–325. Cambridge: Polity Press.
- Hamari, Juho. 2015. "Why Do People Buy Virtual Goods? Attitude toward Virtual Good Purchases versus Game Enjoyment." *International Journal of Information Management* 35 (3): 299–308. <https://doi.org/10.1016/j.ijinfomgt.2015.01.007>.
- Hamilton, William A., Oliver Garretson, and Andruid Kerne. 2014. "Streaming on Twitch: Fostering Participatory Communities of Play within Live Mixed Media." In *Proceedings of the 32nd Annual ACM Conference on Human Factors in Computing Systems – CHI '14*, 1315–24. Toronto, ON: ACM Press. <https://doi.org/10.1145/2556288.2557048>.
- Hannerz, Ulf. 1989. "Culture between Center and Periphery: Toward a Macroanthropology." *Ethnos* 54 (3–4): 200–216. <https://doi.org/10.1080/00141844.1989.9981392>.
- Hansen, Nicolai Brodersen, Rikke Toft Nørgård, and Kim Halskov. 2014. "Crafting Code at the Demo-Scene." In *Proceedings of the 2014 Conference on Designing Interactive Systems*, 35–38. DIS '14. Vancouver, BC: Association for Computing Machinery. <https://doi.org/10.1145/2598510.2598526>.
- Hardt, Michael, and Antonio Negri. 2001. *Empire*. Cambridge, MA: Harvard University Press.
- Harmonix. 2005. *Guitar Hero*. PS2. Boston, MA: RedOctane.
- Hart, Casey B. 2017. "Free-to-Play?: Considering the Interaction of Functional Factors in Video Game Design Influencing the Economic Effectiveness of Microtransactions." In *The Evolution and Social Impact of Video Game Economics*, edited by Casey B. Hart, 61–80. Lanham, MD: Lexington Books.
- Harvey, Alison. 2019. "Becoming Gamesworkers: Diversity, Higher Education, and the Future of the Game Industry." *Television & New Media* 20 (8): 756–66. <https://doi.org/10.1177/1527476419851080>.
- Harvey, Alison, and Stephanie Fisher. 2015. "'Everyone Can Make Games!': The Post-Feminist Context of Women in Digital Game Production." *Feminist Media Studies* 15 (4): 576–92. <https://doi.org/10.1080/14680777.2014.958867>.

- Harvey, Alison, and Tamara Shepherd. 2017. "When Passion Isn't Enough: Gender, Affect and Credibility in Digital Games Design." *International Journal of Cultural Studies* 20 (5): 492–508. <https://doi.org/10.1177/1367877916636140>.
- Harvey, David. 1992. *The Condition of Postmodernity: An Enquiry into the Origins of Cultural Change*. Hoboken, NJ: Wiley.
- Harviainen, J. Tuomas, Janne Paavilainen, and Elina Koskinen. 2019. "Ayn Rand's Objectivist Ethics Applied to Video Game Business." *Journal of Business Ethics*, April. <https://doi.org/10.1007/s10551-019-04159-y>.
- Heimo, Olli I., J. Tuomas Harviainen, Kai K. Kimppe, and Tuomas Mäkilä. 2016. "Virtual to Virtuous Money: A Virtue Ethics Perspective on Video Game Business Logic." *Journal of Business Ethics*, December, 1–9. <https://doi.org/10.1007/s10551-016-3408-z>.
- Helgason, David. 2009. "A Free Unity? – Unity Technologies Blog." Unity Blog. 28 October 2009. <https://blogs.unity3d.com/2009/10/29/a-free-unity/>; last accessed 19 August 2020.
- Helmond, A. 2015. "The Platformization of the Web: Making Web Data Platform Ready." *Social Media + Society* 1 (2). <https://doi.org/10.1177/2056305115603080>.
- Hermes, Joke. 2014. "Labour and Passion: Introduction to Themed Section." *European Journal of Cultural Studies* 18 (2): 111–16. <https://doi.org/10.1177/1367549414563301>.
- Herz, J.C. 1997. *Joystick Nation: How Videogames Ate Our Quarters, Won Our Hearts, and Rewired Our Minds*. Boston, MA: Little, Brown, and Company.
- Hesmondhalgh, David. 2019. *The Cultural Industries*. 4th Edition. London: Sage Publishing.
- Hesmondhalgh, David, and Sarah Baker. 2011. *Creative Labour: Media Work in Three Cultural Industries*. Culture, Economy and the Social. London/New York: Routledge.
- Hester, Helen. 2018. *Xenofeminism*. Hoboken, NJ: John Wiley & Sons.
- Higgins, Tom. 2010. "Unity Turns 5, Happy Birthday!" Unity Blog. 7 June 2010. <https://blogs.unity3d.com/2010/06/07/unity-turns-5-happy-birthday/>; last accessed 19 August 2020.
- Hiltunen, Koo Pee, and Suvi Latva. 2013. "Peliteollisuus – Kehityspolku." Helsinki: Tekes.
- Hintz, Arne, Lina Dencik, and Karin Wahl-Jorgensen. 2018. *Digital Citizenship in a Datafied Society*. Hoboken, NJ: John Wiley & Sons.
- Hipster Whale. 2014. *Crossy Road*. IOS, Android. Melbourne: Hipster Whale.
- Hjorth, Larissa, and Dean Chan (eds) 2009. *Gaming Cultures and Place in Asia-Pacific*. Routledge Studies in New Media and Cyberculture 5. New York: Routledge.
- House House. 2016. *Push Me Pull You*. PS4, PC. Melbourne: House House.
- . 2019. *Untitled Goose Game*. PC, PS4, Xbox One, Nintendo Switch. Melbourne: Panic.

- Hrda, Stanislav. 2016. Interview by Jaroslav Švelch, 4 October 2016.
- Hrda, Stanislav, Michal Hlaváč, and Sybilasoft. 1988. *Šatochin*. ZX Spectrum. Bratislava: Sybilasoft.
- Huhtamo, Erkki. 2005. "Slots of Fun, Slots of Trouble: An Archaeology of Arcade Gaming." In *Handbook of Computer Game Studies*, edited by Joost Raessens and Jeffrey H. Goldstein, 3–21. Cambridge, MA: MIT Press.
- Huntemann, Nina B. 2013. "Women in Games: The Case of Hardware Production and Promotion." In *Gaming Globally Production, Play, and Place*, edited by Nina B Huntemann and Ben Aslinger, 41–57. New York: Palgrave Macmillan.
- Huntemann, Nina B., and Ben Aslinger (eds) 2013. *Gaming Globally: Production, Play, and Place*. Basingstoke: Palgrave Macmillan.
- Interview with a Producer at Company A. 2004 Interview by Aki Nakamura. Taipei.
- Iordanova, Dina, David Martin-Jones, and Belén Vidal (eds) 2010a. *Cinema at the Periphery*. Contemporary Approaches to Film and Television Series. Detroit, MI: Wayne State University Press.
- . 2010b. "Introduction: A Peripheral View of World Cinema." In *Cinema at the Periphery*, edited by Dina Iordanova, David Martin-Jones, and Belén Vidal, 1–19. Contemporary Approaches to Film and Television Series. Detroit, MI: Wayne State University Press.
- Ito, Kenji. 2005. "Possibilities of Non-Commercial Games: The Case of Amateur Role Playing Games Designers in Japan." In *DiGRA '05 – Proceedings of the 2005 DiGRA International Conference: Changing Views: Worlds in Play*. Vancouver: DiGRA.
- Jäger, Anton. 2018. "Why 'Post-Work' Doesn't Work." Jacobin. 19 November 2018. <https://jacobinmag.com/2018/11/post-work-ubi-nick-srnicke-alex-williams>; last accessed 19 August 2020.
- Jarrett, Joshua. 2019. "From DotA to MOBA: The Emergence and Crisis of Playful Co-Creativity in Multiplayer Online Battle Arena Games." PhD, University of the West of England.
- Jarrett, Kylie. 2015. *Feminism, Labour and Digital Media: The Digital Housewife*. New York: Routledge.
- Järvinen, Aki. 2012. "Free to Play, Tricky to Design." presented at the Northern Game Summit, Kajaani (FI).
- Jenkins, Henry. 1992. *Textual Poachers: Television Fans & Participatory Culture*. Studies in Culture and Communication. New York: Routledge.
- . 2006. *Convergence Culture: Where Old and New Media Collide*. New York: New York University Press.
- Jenkins, Henry, Sam Ford, and Joshua Green. 2013. *Spreadable Media: Creating Value and Meaning in a Networked Culture*. New York: NYU Press.

- Jenson, Jennifer, and Suzanne de Castell. 2018. "The Entrepreneurial Gamer': Regendering the Order of Play." *Games and Culture* 13 (7): 728–46. <https://doi.org/10.1177/1555412018755913>.
- Jin, Dal Yong. 2015. *Digital Platforms, Imperialism and Political Culture*. New York: Routledge.
- Johns, Jennifer. 2006. "Video Games Production Networks: Value Capture, Power Relations and Embeddedness." *Journal of Economic Geography* 6 (2): 151–80. <https://doi.org/10.1093/jeg/lbi001>.
- Johnson, Mark R., and Jamie Woodcock. 2019. "It's like the Gold Rush': The Lives and Careers of Professional Video Game Streamers on Twitch.Tv." *Information, Communication & Society* 22 (3): 336–51. <https://doi.org/10.1080/1369118X.2017.1386229>.
- Johnson, Robin S. 2013. "Toward Greater Production Diversity: Examining Social Boundaries at a Video Game Studio." *Games and Culture* 8 (3): 136–60. <https://doi.org/10.1177/1555412013481848>.
- Jørgensen, Kristine, Ulf Sandqvist, and Olli Sotamaa. 2017. "From Hobbyists to Entrepreneurs: On the Formation of the Nordic Game Industry." *Convergence: The International Journal of Research into New Media Technologies* 23 (5): 457–76. <https://doi.org/10.1177/1354856515617853>.
- Kagurazaka. 2017. "Re-Unboxing: 台灣晶技 IQ-501 小天才電腦遊樂器." *Medium*. 19 October 2017. <https://medium.com/wenli-moe/re-unboxing-%E5%8F%B0%E7%81%A3%E6%99%B6%E6%8A%80-iq-501-%E5%B0%8F%E5%A4%A9%E6%89%8D%E9%9B%BB%E8%85%A6%E9%81%8A%E6%A8%82%E5%99%A8-5e83ba40ca4c>; last accessed 19 August 2020.
- Kelleher, Susan. 2015. "This Has Got to Change': Women Game Developers Fight Sexism in Industry." *The Seattle Times*. 13 August 2015. <https://www.seattletimes.com/pacific-nw-magazine/game-on-women-are-developing-new-video-games-and-a-new-culture/>; last accessed 19 August 2020.
- Kennedy, Hellen. 2002. "Lara Croft: Feminist Icon or Cyberbimbo?" *Game Studies* 2 (2). <http://www.gamestudies.org/0202/kennedy/>; last accessed 19 August 2020.
- Kent, Emma. 2019. "The World Thinks We're Making Titanfall 3 and We're Not – This Is What We're Making." *Eurogamer* (blog). 4 February 2019. <https://www.eurogamer.net/articles/2019-02-04-respawn-explains-apex-legends-surprise-release-and-why-there-are-no-titans>; last accessed 19 August 2020.
- Keogh, Brendan. 2018. "There's Not Enough Videogames; Everyone Should Be Encouraged to Make Them (or, Videogames Are Just Art)." *Brendan Keogh* (blog). 3 October 2018. <https://brkeogh.com/2018/10/03/theres-not-enough-videogames-everyone-should-be-encouraged-to-make-them-or-videogames-are-just-art/>; last accessed 19 August 2020.



- . 2019a. "From Aggressively Formalised to Intensely in/Formalised: Accounting for a Wider Range of Videogame Development Practices." *Creative Industries Journal* 12 (1): 14–33. <https://doi.org/10.1080/17510694.2018.1532760>.
- . 2019b. "The Cultural Field of Video Game Production in Australia." *Games and Culture* Online First (September). <https://doi.org/10.1177/1555412019873746>.
- Kerr, Aphra. 2002a. "Loading.....Please Wait: Ireland and the Global Games Industry." *STeM Centre for Society, Technology and Media*. <http://mural.maynoothuniversity.ie/11938/>; last accessed 19 August 2020.
- . 2002b. "Representing Users in the Design of Digital Games." In *Computer Games and Digital Cultures Conference Proceedings*, 277–95. Tampere: Tampere University Press.
- . 2006. *The Business and Culture of Digital Games: Gamework/Gameplay*. London/Thousand Oaks, CA: Sage Publishing.
- . 2011. "Player Production and Innovation in Online Games: Time for New Rules?" In *Online Gaming in Context: The Social and Cultural Significance of Online Games*, edited by Garry Crawford, Victoria K. Gosling, and Ben Light, 25–39. London/New York: Routledge.
- . 2017. *Global Games: Production, Circulation and Policy in the Networked Era*. New York: Routledge.
- . 2021. "Decoding and Recoding GameJams and Independent Game Making Spaces for Inclusion." In *Gaming After Independence: Production, Consumption, Autonomy and Inclusivity in Independent Game Development*, edited by Paolo Ruffino. London: Routledge.
- Kerr, Aphra, and Anthony Cawley. 2012. "The Spatialisation of the Digital Games Industry: Lessons from Ireland." *International Journal of Cultural Policy* 18 (4): 398–418. <https://doi.org/10.1080/10286632.2011.598515>.
- Kerr, Aphra, and John D. Kelleher. 2015. "The Recruitment of Passion and Community in the Service of Capital: Community Managers in the Digital Games Industry." *Critical Studies in Media Communication* 32 (3): 177–92. <https://doi.org/10.1080/15295036.2015.1045005>.
- Kerr, Chris. 2018. "EA Will Continue to Use Loot Boxes That Are 'Transparent, Fun, and Fair.'" [https://www.gamasutra.com/view/news/317835/EA\\_will\\_continue\\_to\\_use\\_loot\\_boxes\\_that\\_are\\_transparent\\_fun\\_and\\_fair.php](https://www.gamasutra.com/view/news/317835/EA_will_continue_to_use_loot_boxes_that_are_transparent_fun_and_fair.php); last accessed 19 August 2020.
- Kidwell, Emma. 2018. "Epic Store Influences Developers to Pull Steam Releases." *Gamasutra*. 10 December 2018. [https://www.gamasutra.com/view/news/332619/Epic\\_Store\\_influences\\_developers\\_to\\_pull\\_Steam\\_releases.php](https://www.gamasutra.com/view/news/332619/Epic_Store_influences_developers_to_pull_Steam_releases.php); last accessed 19 August 2020.
- King. 2012. *Candy Crush Saga*. PC, iOS, Android, Windows Phone. Stockholm: King.

- . 2014. *Candy Crush Soda Saga*. PC, iOS, Android, Windows Phone. Stockholm: King.
- . 2015. *Candy Crush Jelly Saga*. PC, iOS, Android. Stockholm: King.
- . 2018. *Candy Crush Friends Saga*. PC, iOS, Android. Stockholm: King.
- King, Daniel, Paul Delfabbro, and Mark Griffiths. 2010. "The Convergence of Gambling and Digital Media: Implications for Gambling in Young People." *Journal of Gambling Studies* 26 (2): 175–87. <https://doi.org/10.1007/s10899-009-9153-9>.
- King, Daniel L., and Paul H. Delfabbro. 2018. "Predatory Monetization Schemes in Video Games (e.g. 'Loot Boxes') and Internet Gaming Disorder." *Addiction* 113 (11): 1967–69. <https://doi.org/10.1111/add.14286>.
- King Digital Entertainment. 2015. "King Digital Entertainment's (KING) CEO Riccardo Zacconi on Q4 2014 Results – Earnings Call Transcript." Seeking Alpha. 13 February 2015. <https://seekingalpha.com/article/2914866-king-digital-entertainments-king-ceo-riccardo-zacconi-on-q4-2014-results-earnings-call-transcript>; last accessed 19 August 2020.
- Kirkpatrick, Graeme. 2012. "Constitutive Tensions of Gaming's Field: UK Gaming Magazines and the Formation of Gaming Culture 1981–1995." *Game Studies* 12 (1). <http://gamestudies.org/1201/articles/kirkpatrick>; last accessed 19 August 2020.
- . 2013. *Computer Games and the Social Imaginary*. Digital Media and Society Series. Cambridge, UK/Malden, MA: Polity Press.
- Kline, Stephen, Nick Dyer-Witheford, and Greig de Peuter. 2003. *Digital Play: The Interaction of Technology, Culture, and Marketing*. Montréal; London: McGill-Queen's University Press.
- Kocurek, Carly A. 2012a. "Coin-Drop Capitalism: Economic Lessons from the Video Game Arcade." In *Before the Crash: Early Video Game History*, edited by Mark J. P. Wolf, 189–208. Detroit, MI: Wayne State University Press.
- . 2012b. "The Agony and the Exidy: A History of Video Game Violence and the Legacy of Death Race." *Game Studies* 12 (1). [http://gamestudies.org/1201/articles/carly\\_kocurek](http://gamestudies.org/1201/articles/carly_kocurek); last accessed 19 August 2020.
- . 2015. *Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade*. Minneapolis, MN: University of Minnesota Press.
- Koeder, Marco Josef, and Ema Tanaka. 2017. "Game of Chance Elements in Free-to-Play Mobile Games. A Freemium Business Model Monetization Tool in Need of Self-Regulation?" In *Competition and Regulation in the Information Age*. Passau, Germany.
- Koleva, Borianna, Peter Tolmie, Patrick Brundell, Steve Benford, and Stefan Rennick Egglestone. 2015. "From Front-End to Back-End and Everything In-Between: Work Practice in Game Development." In *Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play*, 141–150. CHI PLAY '15. London: Association for Computing Machinery. <https://doi.org/10.1145/2793107.2793131>.

- Kornberger, Martin, and Angela Farrell. 2008. "Play." In *International Encyclopedia of Organization Studies*, edited by Stewart R. Clegg and James R. Bailey, 1248–49. Thousand Oaks, CA: Sage Publishing. <https://doi.org/10.4135/9781412956246>.
- Kosman, Marcin. 2015. *Nie tylko Wiedźmin: Historia polskich gier komputerowych*. Wydanie I. Warszawa: Wydawnictwo "Open Beta."
- Kotaku Australia. 2016. "The Story Of Killswitch, The Creepy Game No-One Has Ever Played." 29 July 2016. <https://www.kotaku.com.au/2016/07/the-story-of-killswitch-the-creepy-game-no-one-has-ever-played/>; last accessed 19 August 2020.
- Krassen, Cindy. 2016. "The Eighth Console Generation and Triple-A Videogames: A Critical Political Analysis of the Destiny Franchise." Master's thesis, Amsterdam: University of Amsterdam.
- KręciolaTV. 2016. *Marcin Iwiński, CD PROJEKT RED – Przystanek Woodstock, CAŁE Spotkanie*. <https://www.youtube.com/watch?v=fEoQgEuoFc4>; last accessed 19 August 2020.
- Krippendorff, Klaus. 2004. *Content Analysis: An Introduction to Its Methodology*. 2nd ed. Thousand Oaks, CA: Sage Publishing.
- Kristofferson, Lee. 1984. *System 15000*. ZX Spectrum. A.V.S.
- Kuchera, Ben. 2017. "Apple Adds New Rules for Loot Boxes, Requires Disclosure of Probabilities." *Polygon* (blog). 21 December 2017. <https://www.polygon.com/2017/12/21/16805392/loot-box-odds-rules-apple-app-store>; last accessed 19 August 2020.
- Kücklich, Julian Raul. 2005. "Precarious Playbour: Modders and the Digital Games Industry." *The Fibreculture Journal*, no. 5. <http://five.fibreculturejournal.org/fcj-025-precarious-playbour-modders-and-the-digital-games-industry/>; last accessed 19 August 2020.
- Kultima, Annakaisa. 2018. *Game Design Praxiology*. Tampere: Tampere University Press.
- Lager Interactive. 2000. *King of Kings*. PC. Taipei: Lager Interactive.
- Lamont, Michèle, and Virág Molnár. 2002. "The Study of Boundaries in the Social Sciences." *Annual Review of Sociology* 28 (1): 167–95. <https://doi.org/10.1146/annurev.soc.28.110601.141107>.
- Langley, Paul, and Andrew Leyshon. 2017. "Capitalizing on the Crowd: The Monetary and Financial Ecologies of Crowdfunding." *Environment and Planning A: Economy and Space* 49 (5): 1019–39. <https://doi.org/10.1177/0308518X16687556>.
- Lankoski, Petri, and Jussi Holopainen. 2017. *Game Design Research: An Introduction to Theory & Practice*. Pittsburgh, PA: ETC Press.
- Larkin, Brian. 2008. *Signal and Noise: Media, Infrastructure, and Urban Culture in Nigeria*. Durham, NC: Duke University Press.
- Lasch, Christopher. 1967. *The New Radicalism in America, 1889–1963: The Intellectual as a Social Type*. New York: Vintage.

- Lave, Jean, and Etienne Wenger. 1991. *Situated Learning: Legitimate Peripheral Participation*. Learning in Doing. Cambridge/New York: Cambridge University Press.
- League of Geeks. 2015. *Armello*. PC, PS4. Melbourne: League of Geeks.
- Lesage, Frédérik. 2015. "Middlebroware." *The Fibreculture Journal*, no. 25 (November): 89–114. <https://doi.org/10.15307/fcj.25.182.2015>.
- Lescop, Denis, and Elena Lescop. 2014. "Exploring Mobile Gaming Revenues: The Price Tag of Impatience, Stress and Release." *Digiworld Economic Journal* 2nd Q. 2014 (94): 103–22.
- Levi-Faur, David. 2014. "The Welfare State: A Regulatory Perspective." *Public Administration* 92 (3): 599–614. <https://doi.org/10.1111/padm.12063>.
- Levi-Faur, David. 2017. "Regulatory Capitalism." In *Regulatory Theory: Foundations and Applications*, edited by Peter Drahos, 289–302. Canberra: ANU Press.
- Lévi-Strauss, Claude. 1966. *The Savage Mind*. London: Weidenfeld and Nicolson.
- Liebe, Michael, and Tim Tielebier. 2014. "Analiza Branży Gier w Polsce i w Berlinie." Berlin: Wydział Promocji Handlu i Inwestycji Ambasady Rzeczypospolitej Polskiej w Berlinie.
- Lipkin, Nadav. 2013. "Examining Indie's Independence: The Meaning of 'Indie' Games, the Politics of Production, and Mainstream Cooptation." *Loading...* 7 (11): 8–24. <http://journals.sfu.ca/loading/index.php/loading/article/view/122>; last accessed 19 August 2020.
- Lobato, Ramon. 2012. *Shadow Economies of Cinema: Mapping Informal Film Distribution*. Cultural Histories of Cinema. London: Palgrave Macmillan.
- Lobato, Ramon, and Julian Thomas. 2015a. *The Informal Media Economy*. Cambridge, UK/Malden, MA: Polity.
- Lorey, Isabell. 2015. *State of Insecurity: Government of the Precarious*. New York: Verso.
- Lucasfilm. 1990. *The Secret of Monkey Island*. PC. Nicasio, CA: Lucasfilm.
- Luckman, S. 2015. *Craft and the Creative Economy*. Cham: Springer.
- Lugo, Jairo, Tony Sampson, and Merlyn Lossada. 2002. "Latin America's New Cultural Industries Still Play Old Games." *Game Studies* 2 (2). <http://www.gamestudies.org/0202/lugo/>; last accessed 19 August 2020.
- Lusso, Bruno. 2017. "Industrie Du Jeu Vidéo et Construction de Clusters Innovants." *Sciences Du Jeu*, no. 8 (December). <https://doi.org/10.4000/sdj.848>.
- MachineGames, and Arkane Studios. 2019. *Wolfenstein: Youngblood*. PC, PS4, Xbox One. Rockville, MD.
- Mackay, Robin, and Armen Avanesian. 2014. *#Accelerate: The Accelerationist Reader*. Morrisville, NC: Lulu Press.
- Magie, Lizzie, and Darrow, Charles. 1935. *Monopoly*. Board game. Pawtucket, RI: Parker Brothers.

- Maguire, Jennifer Smith, and Julian Matthews. 2012. "Are We All Cultural Intermediaries Now? An Introduction to Cultural Intermediaries in Context." *European Journal of Cultural Studies* 15 (5): 551–62. <https://doi.org/10.1177/1367549412445762>.
- Majkowski, Tomasz Z. 2018. "Geralt of Poland: The Witcher 3 Between Epistemic Disobedience and Imperial Nostalgia." *Open Library of Humanities* 4 (1). <https://doi.org/10.16995/olh.216>.
- Majone, Giandomenico. 1997. "From the Positive to the Regulatory State: Causes and Consequences of Changes in the Mode of Governance." *Journal of Public Policy* 17 (2): 139–67. <https://doi.org/10.2307/4007608>.
- Mańkowski, Piotr. 2020. "Polak z doliny krzemowej. Wywiad z Lucjanem Wenclem." *Pixel* 2020 (1 (55)): 44–51.
- Marder, Ben, David Gattig, Emily Collins, Leyland Pitt, Jan Kietzmann, and Antonia Erz. 2019. "The Avatar's New Clothes: Understanding Why Players Purchase Non-Functional Items in Free-to-Play Games." *Computers in Human Behavior* 91 (February): 72–83. <https://doi.org/10.1016/j.chb.2018.09.006>.
- Martin, Paul. 2018. "The Intellectual Structure of Game Research." *Game Studies* 18 (1). [http://gamestudies.org/1801/articles/paul\\_martin](http://gamestudies.org/1801/articles/paul_martin).
- Massanari, Adrienne. 2017. "#Gamergate and The Fappening: How Reddit's Algorithm, Governance, and Culture Support Toxic Technocultures." *New Media & Society* 19 (3): 329–46. <https://doi.org/10.1177/1461444815608807>.
- Mau, Steffen. 2019. *The Metric Society: On the Quantification of the Social*. Hoboken, NJ: John Wiley & Sons.
- Maxwell, Richard, and Toby Miller. 2012. "Warm and Stuffly": The Ecological Impact of Electronic Games." In *The Video Game Industry: Formation, Present State, and Future*, edited by Peter Zackariasson and Timothy L. Wilson, 179–97. Routledge Studies in Innovation, Organization and Technology. New York/Abingdon: Routledge.
- Mayer, Vicki, Miranda J. Banks, and John Thornton Caldwell (eds) 2009. *Production Studies: Cultural Studies of Media Industries*. New York: Routledge.
- Mäyrä, Annakaisa Kultima, Kati Alha, and Heikki Tyni. 2013. "Slide to Work: The Playful Office." Paper presented at the Physical and Digital in Games and Play Seminar, Tampere, 29 May.
- McAloon, Alissa. 2016. "Online Games Will Be Required to Disclose Random Loot Box Odds in China." 8 December 2016. [https://www.gamasutra.com/view/news/287258/Online\\_games\\_will\\_be\\_required\\_to\\_disclose\\_random\\_loot\\_box\\_odds\\_in\\_China.php](https://www.gamasutra.com/view/news/287258/Online_games_will_be_required_to_disclose_random_loot_box_odds_in_China.php); last accessed 19 August 2020.
- McChesney, Robert W. 2000. *Rich Media, Poor Democracy: Communication Politics in Dubious Times*. New York: New Press.
- McCrea, Christian. 2012. "Web Zero: The Amateur and the Indie-Game Developer." In *Amateur Media: Social, Cultural and Legal Perspectives*, edited by Dan Hunter, Ramon Lobato, Megan Richardson, and Julian Thomas, 178–84. New York: Routledge.

- McKenzie, Hamish. 2012. "Supercell Is Accel's Fastest Growing Company Ever. (And It Has a Ball Pit)." Pando. 28 November 2012. <https://pando.com/2012/11/27/supercell-is-accels-fastest-growing-company-ever-and-it-has-a-ball-pit/>; last accessed 19 August 2020.
- McNay, Lois. 2009. "Self as Enterprise: Dilemmas of Control and Resistance in Foucault's The Birth of Biopolitics." *Theory, Culture & Society* 26 (6): 55–77. <https://doi.org/10.1177/0263276409347697>.
- McRobbie, Angela. 2002. "Clubs to Companies: Notes on the Decline of Political Culture in Speeded up Creative Worlds." *Cultural Studies* 16 (4): 516–31. <https://doi.org/10.1080/09502380210139098>.
- . 2016. *Be Creative: Making a Living in the New Culture Industries*. Cambridge, UK/Malden, MA: Polity Press.
- Media Molecule. 2008. *LittleBigPlanet*. PS3. San Mateo, CA: Sony Computer Entertainment.
- Mehouachi, Chahira, David Grandadam, Patrick Cohendet, and Simon Laurent. 2016. "Creative Capabilities and the Regenerative Power of Creative Industries: Local and Global Ingredients." In *The Global Management of Creativity*, edited by Marcus Wagner, Jaume Valls-Pasola, and Thierry Burger-Helmchen, 79–101. Routledge.
- Menger, Pierre-Michel. 1999. "Artistic Labor Markets and Careers." *Annual Review of Sociology* 25: 541–74.
- Messner, Steven. 2017. "Dauntless Is Getting Rid of Loot Boxes." *PCGamer* (blog). 30 October 2017. <http://www.pcgamer.com/dauntless-is-getting-rid-of-loot-boxes/>; last accessed 19 August 2020.
- Micu, Vlad. 2010. "Redlynx's Antti Ilvessuo on Their Multi-Platform Background, Tuning to Perfection, Staying Indie and the Future of Digital." Gamesauce: Global Inspiration for Game Developers. 29 December 2010. <http://www.gamesauce.biz/2010/12/29/redlynx%e2%80%99s-antti-ilvessuo/>; last accessed 19 August 2020.
- miHoYo. 2016. *Houkai Impact 3rd*. Android, iOS, PC. Shanghai: miHoYo.
- . 2020. *Genshin Impact*. PC, PS4, Android, iOS, Nintendo Switch, PS5. Shanghai: miHoYo and SPay.
- Miller, Peter, and Nikolas Rose. 2008. *Governing the Present: Administering Economic, Social and Personal Life*. Cambridge: Polity.
- Milner, Ryan M. 2013. "Contested Convergence and the Politics of Play on GameTrailers.Com." *Games and Culture* 8 (1): 3–25. <https://doi.org/10.1177/1555412013478684>.
- Mirrlees, Tanner. 2013. *Global Entertainment Media: Between Cultural Imperialism and Cultural Globalization*. New York: Routledge.
- Misterka, Marek, and Pavel Hertl. 1988. *Karma*. Sharp MZ-800. Briard-Software.
- Mitchell, Ferguson. 2018. "Washington State Senators Introduce Bill to Investigate Loot Boxes." *The Esports Observer* (blog). 19 January 2018. <https://esportsobserver.com>.

- com/washington-state-senators-introduce-bill-investigate-loot-boxes/; last accessed 19 August 2020.
- Montfort, Nick, and Ian Bogost. 2009. *Racing the Beam: The Atari Video Computer System*. Platform Studies. Cambridge, MA: MIT Press.
- Moon Studios. 2015. *Ori and the Blind Forest*. PC, Xbox One, Nintendo Switch. Redmon, WA: Microsoft Studios.
- Moonton. 2016. *Mobile Legends: Bang*. Android, iOS. Shanghai: Moonton.
- Moore, Martin, and Damian Tambini (eds) 2018. *Digital Dominance: The Power of Google, Amazon, Facebook, and Apple*. New York: Oxford University Press.
- Mortensen, Torill Elvira. 2018. "Anger, Fear, and Games: The Long Event of #GamerGate." *Games and Culture* 13 (8): 787–806. <https://doi.org/10.1177/1555412016640408>.
- Mosco, Vincent. 1996. *The Political Economy of Communication: Rethinking and Renewal*. London: Sage Publishing.
- . 2009. *The Political Economy of Communication*. 2nd Edition. Los Angeles, CA: Sage Publishing.
- Muehlebach, Andrea. 2011. "On Affective Labor in Post-Fordist Italy." *Cultural Anthropology* 26 (1): 59–82. <https://doi.org/10.1111/j.1548-1360.2010.01080.x>.
- Mukherjee, Souvik. 2017. *Videogames and Postcolonialism*. Cham, Switzerland: Palgrave Macmillan.
- Murphy, Dan. 2018. "From Piracy to Billions – How Poland Became a Video Games Nation." *Kotaku UK*. 26 October 2018. <https://www.kotaku.co.uk/2018/10/26/from-piracy-to-billions-how-poland-became-a-video-games-nation>; last accessed 19 August 2020.
- Nakamura, Aki. 2001. "Expatriate Managers and Local Employees: Cases in Japanese Wholly-Owned Ventures in and around Shenzhen, China." *Japanese Journal of Administrative Science* 15 (1): 73–91.
- . 2005. *Chugoku Gemubuzinesu Tettei Kenkyu2006 (in Japanese)*. Tokyo: Enterbrain.
- . 2010. "ソーシャルゲーム『サンシャイン牧場』誕生秘話 Rekoo Media、パトリック・リュウCEOの軌跡を追う – デジタル – 日経トレンディネット." *NikkeiTrendy.Net*. 2010, <https://web.archive.org/web/20100606214823/http://trendy.nikkeibp.co.jp/article/pickup/20100531/1031974/?P=4>; last accessed 19 August 2020.
- . 2016. "Formation and Development of Digital Game Industry in the People's Republic of China (in Japanese)." *Journal of Asian Management Studies* 22: 17–30.
- . 2018. *China Game Industrial History (in Japanese)*. Tokyo: Gz Brain.
- Napoli, Philip M. 2016. "Requiem for the Long Tail: Towards a Political Economy of Content Aggregation and Fragmentation." *International Journal of Media & Cultural Politics* 12 (3): 341–56. [https://doi.org/10.1386/macp.12.3.341\\_1](https://doi.org/10.1386/macp.12.3.341_1).

- Needleman, Sarah E., and Ben Fritz. 2017. "Electronic Arts Pulls Microtransactions From 'Star Wars Battlefront II' After Fan Backlash." *Wall Street Journal*, 17 November 2017. <https://www.wsj.com/articles/electronic-arts-pulls-microtransactions-from-star-wars-battlefront-ii-after-fan-backlash-1510936871>; last accessed 19 August 2020.
- Neff, Gina. 2012. *Venture Labor: Work and the Burden of Risk in Innovative Industries*. Cambridge, MA: MIT Press.
- Neff, Gina, Elizabeth Wissinger, and Sharon Zukin. 2005. "Entrepreneurial Labor among Cultural Producers: 'Cool' Jobs in 'Hot' Industries." *Social Semiotics* 15 (3): 307–34. <https://doi.org/10.1080/10350330500310111>.
- NetEase. 2017. *Knives Out*. Android, iOS. Guangzhou: NetEase.
- Neversoft. 2005. *Gun*. PS2, Xbox, GameCube. Woodland Hills, CA: Activision.
- . 2008. *Guitar Hero World Tour*. PS2, PS3, Xbox 360, Nintendo Wii. Woodland Hills, CA: RedOctane.
- Nicoll, Benjamin. 2019. *Minor Platforms in Videogame History*. Amsterdam: Amsterdam University Press.
- Nicoll, Benjamin, and Brendan Keogh. 2019. *The Unity Game Engine and the Circuits of Cultural Software*. Cham: Palgrave Pivot.
- Nieborg, David B. 2011. "Triple-A: The Political Economy of the Blockbuster Video Game." PhD, University of Amsterdam.
- . 2014. "Prolonging the Magic: The Political Economy of the 7th Generation Console Game." *Eludamos. Journal for Computer Game Culture* 8 (1): 47–63.
- . 2015. "Crushing Candy: The Free-to-Play Game in Its Connective Commodity Form." *Social Media + Society* 1 (2). <https://doi.org/10.1177/2056305115621932>.
- . 2016a. "Free-to-Play Games and App Advertising: The Rise of the Player Commodity." In *Explorations in Critical Studies of Advertising*, edited by James F. Hamilton, Robert Bodle, and Ezequiel Korin, 28–41. New York: Routledge.
- . 2016b. "From Premium to Freemium: The Political Economy of the App." In *Social, Casual and Mobile Games: The Changing Gaming Landscape*, edited by Tama Leaver and Michele A. Willson, 225–40. New York: Bloomsbury Academic.
- Nieborg, David B., and Thomas Poell. 2018. "The Platformization of Cultural Production: Theorizing the Contingent Cultural Commodity." *New Media & Society* 20 (11): 4275–92. <https://doi.org/10.1177/1461444818769694>.
- Nieborg, David B., Thomas Poell, and Mark Deuze. 2019. "The Platformisation of Making Media." In *Making Media: Production, Practices, and Professions*, edited by Mark Deuze and Mirjam Prenger, 85–96. Amsterdam: Amsterdam University Press.
- Nieborg, David B., Chris J. Young, and Daniel J. Joseph. 2020. "App Imperialism: The Political Economy of the Canadian App Store." *Social Media + Society* 6 (2): 1–11. <https://doi.org/10.1177/2056305120933293>.



- Nielsen, Rune Kristian Lunendal, and Paweł Grabarczyk. 2018. "Are Loot Boxes Gambling? Random Reward Mechanisms in Video Games." In *Proceedings of DiGRA 2018*. Turin: Digital Games Research Association.
- Nintendo EPD. 2016. *Super Mario Run*. IOS, Android. Kyoto: Nintendo.
- Nippert-Eng, Christena E. 2008. *Home and Work: Negotiating Boundaries through Everyday Life*. Chicago, IL: University of Chicago Press.
- Nixon, Sean, and Paul Du Gay. 2002. "Who Needs Cultural Intermediaries?" *Cultural Studies* 16 (4): 495–500. <https://doi.org/10.1080/09502380210139070>.
- Nooney, Laine. 2013. "A Pedestal, A Table, A Love Letter: Archaeologies of Gender in Videogame History." *Game Studies* 13 (2). <http://gamestudies.org/1302/articles/nooney>; last accessed 19 August 2020.
- North, J. 2012. "An Overview and Critique of the '10,000 Hours Rule' and 'Theory of Deliberate Practice.'" Leeds: Leeds Metropolitan University.
- NoSense. 1995. *Drači historie*. PC. Brno: Vochozka Trading.
- NTFusion. 2017. *Pocket Creature*. PC. Wuhan: NTFusion.
- Oakley, Kate. 2014. "Good Work? Rethinking Cultural Entrepreneurship." In *Handbook of Management and Creativity*, edited by Chris Bilton and Stephen Cummings, 145–60. Cheltenham: Edward Elgar.
- Object Software. 1996. *Hooves of Thunder!* PC. Beijing: MicroLeague Multimedia.
- . 2001. *Fate of the Dragon*. PC. Beijing.
- O'Brien, Dave, Kim Allen, Sam Friedman, and Anamik Saha. 2017. "Producing and Consuming Inequality: A Cultural Sociology of the Cultural Industries." *Cultural Sociology* 11 (3): 271–82. <https://doi.org/10.1177/1749975517712465>.
- O'Donnell, Casey. 2009. "The Everyday Lives of Video Game Developers: Experimentally Understanding Underlying Systems/Structures." *Transformative Works and Cultures* 2 (March). <https://doi.org/10.3983/twc.2009.073>.
- . 2014. *Developer's Dilemma: The Secret World of Videogame Creators*. Inside Technology. Cambridge, MA: The MIT Press.
- . 2017. "'Show Me the Money!' Shifting Fields of Capital in the Global Game Industry." In *The Evolution and Social Impact of Video Game Economics*, edited by Casey B. Hart, 1–14. Lanham, MD: Lexington Books.
- Ore, Jonathan. 2017. "Loot Box Brouhaha: Are Video Games Becoming Too Much like Gambling?" *CBC News* (blog). 29 October 2017. <http://www.cbc.ca/news/entertainment/video-games-loot-boxes-1.4373079>; last accessed 19 August 2020.
- Orgad, Shani. 2009. "The Survivor in Contemporary Culture and Public Discourse: A Genealogy." *The Communication Review* 12 (2): 132–61. <https://doi.org/10.1080/10714420902921168>.
- Ozimek, Anna M. 2018. "Videogame Work In Poland Investigating Creative Labour In A Post-Socialist Cultural Industry." PhD, University of Leeds.

- . 2019. "Outsourcing Digital Game Production: The Case of Polish Testers." *Television & New Media* 20 (8): 824–35. <https://doi.org/10.1177/1527476419851088>.
- P. Z. Karen Co. 1989. *Street Rod*. PC. Warsaw: California Dreams.
- Pajot, Lisanne, and James Swirsky. 2012. *Indie Game: The Movie*. Documentary. BlinkWorks Media.
- Papert, Seymour, and Idit Harel. 1991. "Situating Constructionism." In *Constructionism: Research Reports and Essays*, edited by Seymour Papert and Idit Harel. Westport, CT: Ablex Publishing Group.
- Papík, Karel. 1988. *Mrazík*. ZX Spectrum. Praha: Palas.
- . 2019. Interview by Jaroslav Švelch, 18 November 2019.
- Paris, Thomas, and Patrick L. Lê. 2016. "Industries de création et territoires, une relation spécifique? Le cas du jeu vidéo en région parisienne." *Réseaux* 196 (2): 49–80. <https://doi.org/10.3917/res.196.0049>.
- Parker, Felan, and Jennifer Jenson. 2017. "Canadian Indie Games Between the Global and the Local." *Canadian Journal of Communication* 42 (5). <https://doi.org/10.22230/cjc.2017v4n5a3229>.
- Parker, Felan, Jennifer R. Whitson, and Bart Simon. 2018. "Megabooth: The Cultural Intermediation of Indie Games." *New Media & Society* 20 (5): 1953–72. <https://doi.org/10.1177/1461444817711403>.
- Parker, Laura. 2017. "How Australia's Gaming Industry Is Leading the Way in Fighting Sexism." *The Guardian*, 25 August 2017. <https://www.theguardian.com/culture/2017/aug/26/how-australias-gaming-industry-is-leading-the-way-in-fighting-sexism>; last accessed 19 August 2020.
- Penix-Tadsen, Phillip, ed. 2019. *Video Games and the Global South*. Pittsburgh, PA: ETC Press.
- Perfect World Games. 2005. *Perfect World*. PC. Huzhou: Perfect World Games.
- Perks, Matthew E. 2019. "How Does Games Critique Impact Game Design Decisions? A Case Study of Monetization and Loot Boxes." *Games and Culture*. <https://doi.org/10.1177/1555412019865848>.
- Perks, Matthew E., Felan Parker, Jennifer R. Whitson, Bart Simon, Gabrielle Lavenir, Ceyda Yolgörmez, Pierson Browne, and Brian R. Schram. 2019. "Autonomy, Integration, and the Work of Cultural Intermediation in Indie Games." *Media Industries* 6 (2): 17–38.
- Phelps, Andrew, and Mia Consalvo. 2020. "Laboring Artists: Art Streaming on the Videogame Platform Twitch." In *Proceedings of the 53rd Annual Hawaii International Conference on System Sciences*, 2677–86. Honolulu, HI: HICSS. <https://doi.org/10.24251/HICSS.2019.294>.
- Phelps, Andrew, Mia Consalvo, and Christopher Egert. 2018. "Development Streaming as a Pedagogical and Community Strategy for Games Education." presented at the CHI PLAY 2018, Melbourne, 28 October.

- Phelps, Andrew, Christopher Egert, Stephen Jacobs, Jessica Bayliss, Nancy Doubleday, Joe Geigel, and Steve Kurtz. 2006. "Degree Proposal: Bachelors of Science in Game Design & Development." [https://andyworld.io/writing/BS\\_GDD/bs\\_gdd\\_full\\_proposal.pdf](https://andyworld.io/writing/BS_GDD/bs_gdd_full_proposal.pdf); last accessed 19 August 2020.
- Piekara, Jacek. 1998. "To idzie młodość." *Gambler*, 1998.
- . 1999. "Daleko od stadionu." *Gambler*, 1999.
- Pierce, Joy. 2009. "Giraffes in Zebra Skins: Researchers as Spectators at a Consumer Electronics Trade Show." *Social Identities* 15 (4): 427–31. <https://doi.org/10.1080/13504630903043790>.
- Pirker, Johanna, Foaad Khosmood, and Christian Gütl. 2017. "Social Network Analysis of the Global Game Jam Network." In *ICGJ '17 Proceedings of the Second International Conference on Game Jams, Hackathons, and Game Creation Events*, 10–14. ACM Press. <https://doi.org/10.1145/3055116.3055117>.
- Plantin, Jean-Christophe, Carl Lagoze, Paul N Edwards, and Christian Sandvig. 2018. "Infrastructure Studies Meet Platform Studies in the Age of Google and Facebook." *New Media & Society* 20 (1): 293–310. <https://doi.org/10.1177/1461444816661553>.
- Plunkett, Luke. 2017. "Hawaii Wants To Fight The 'Predatory Behavior' Of Loot Boxes." *Kotaku* (blog). <https://kotaku.com/hawaii-wants-to-fight-the-predatory-behavior-of-loot-1820664617>; last accessed 19 August 2020.
- Podařil, Petr. 2015.. Interview by Jaroslav Švelch, 20 August 2015.
- Polygon. 2014. *This Is Poland: From Communism to Video Game Wellspring*. <https://www.youtube.com/watch?v=llYSV1Edevg>; last accessed 19 August 2020.
- Poole, Steven. 2001. *Trigger Happy: The Inner Life of Videogames*. London: Fourth Estate.
- Powers, K.D., and D.T. Powers. 1999. "Making Sense of Teaching Methods in Computing Education." In *FIE'99 Frontiers in Education. 29th Annual Frontiers in Education Conference. Designing the Future of Science and Engineering Education. Conference Proceedings (IEEE Cat. No.99CH37011, 1:11B3/30-11B3/35*. San Juan, PR: IEEE. <https://doi.org/10.1109/FIE.1999.839224>.
- Prax, Patrick. 2013. "Game Design and Business Model: An Analysis of Diablo 3." In *DiGRA '13 – Proceedings of the 2013 DiGRA International Conference: DeFragging Game Studies*. Atlanta, GA: Digital Games Research Association.
- Preston, Paschal, and Aphra Kerr. 2001. "Digital Media, Nation-States and Local Cultures: The Case of Multimedia 'content' Production." *Media, Culture & Society* 23 (1): 109–31. <https://doi.org/10.1177/016344301023001006>.
- PUBG Corporation. 2017. *PlayerUnknown's Battlegrounds*. PC. PS4, Xbox One, Android, iOS. Seongnam: PUBG Corporation.
- Rak, Patrik, and Milan Matoušek. 1990. *Atomix*. ZX Spectrum. Praha: Scorpion/Ultrasoft.
- Rekoo. 2008. *Sunshine Ranch*. PC. Beijing: Rekoo.

- Respawn Entertainment. 2019. *Apex Legends*. PC, PS4, Xbox One. Sherman Oaks, CA: Electronic Arts.
- Rifkin, Jeremy. 1995. *The End of Work: The Decline of the Global Labor Force and the Dawn of the Post-Market Era*. New York: G.P. Putnam's Sons.
- Ringrose, Jessica, and Valerie Walkerdine. 2008. "Regulating The Object: The TV Make-over as Site of Neo-Liberal Reinvention toward Bourgeois Femininity." *Feminist Media Studies* 8 (3): 227–46. <https://doi.org/10.1080/14680770802217279>.
- Riot Games. 2009. *League of Legends*. PC. Los Angeles, CA: Riot Games.
- Rivera, Joshua. 2019. "Wolfenstein: Youngblood's Microtransactions Aren't Even Worth Getting Mad At." *Kotaku*. 29 July 2019. <https://kotaku.com/wolfenstein-youngbloods-microtransactions-arent-even-w-1836795692>; last accessed 19 August 2020.
- Rojek, Chris. 2009. *The Labour of Leisure: The Culture of Free Time*. Thousand Oaks, CA: Sage Publishing.
- Ross, Andrew. 2000. "The Mental Labor Problem." *Social Text* 18 (2): 1–31.
- Rossi, Juhana. 2014. "Fingersoft Finds Simple Is Profitable." *Wall Street Journal*, 4 February 2014. <https://www.wsj.com/articles/fingersoft-finds-simple-is-profitable-1391523498>; last accessed 19 August 2020.
- Rossi, Juhana, Sven Grundberg, and John D. Stoll. 2013. "Supercell: Zero to \$3 Billion in 3 Years." *Wall Street Journal*, 16 October 2013. <https://www.wsj.com/articles/softbank-to-pay-15-billion-for-supercell-majority-stake-1381829448>; last accessed 19 August 2020.
- Ruberg, Bonnie. 2019. "The Precarious Labor of Queer Indie Game-Making: Who Benefits from Making Video Games 'Better'?" *Television & New Media* 20 (8): 778–88. <https://doi.org/10.1177/1527476419851090>.
- Ruberg, Bonnie, and Adrienne Shaw. 2017. *Queer Game Studies*. Minneapolis, MN: University of Minnesota Press.
- Ruffino, Paolo. 2013. "Narratives of Independent Production in Video Game Culture." *Loading...* 7 (11): 106–21. <http://journals.sfu.ca/loading/index.php/loading/article/view/120>; last accessed 19 August 2020.
- Ruggill, Judd Ethan, Ken S. McAllister, Randy Nichols, and Ryan Kaufman (eds) 2017. *Inside the Video Game Industry: Game Developers Talk about the Business of Play*. New York: Routledge.
- Rutter, Jason, and Jo Bryce. 2006. *Understanding Digital Games*. Thousand Oaks, CA: Sage Publishing.
- Rylek, Tomáš. 1987a. *Star Fly*. ZX Spectrum. Praha: T.R.C.
- . 1987b. *Star Swallow*. ZX Spectrum. Praha: T.R.C.
- Salter, Anastasia, and John Murray. 2014. *Flash: Building the Interactive Web*. Platform Studies. Cambridge, MA: MIT Press.

- Santangelo, Nick. 2018. "International Game Developers Association Wants New Loot Box Standards – IGN." <https://www.ign.com/articles/2018/11/29/international-game-developers-association-wants-new-loot-box-standards>; last accessed 19 August 2020.
- Sarkar, Samit. 2018. "Star Wars Battlefront 2 Sales Miss Targets, EA Blames Loot Crate Controversy." *Polygon* (blog). 30 January 2018. <https://www.polygon.com/2018/1/30/16952396/star-wars-battlefront-2-sales-loot-boxes-returning>; last accessed 19 August 2020.
- Scharff, Christina. 2017. *Gender, Subjectivity, and Cultural Work: The Classical Music Profession*. London: Routledge.
- Schreier, Jason. 2017a. *Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories behind How Video Games Are Made*. First edition. New York: Harper Paperbacks.
- . 2017b. "ESRB Says It Doesn't See 'Loot Boxes' as Gambling." *Kotaku* (blog). 11 October 2017. <https://kotaku.com/esrb-says-it-doesnt-see-loot-boxes-as-gambling-1819363091>; last accessed 19 August 2020.
- . 2018a. "After Months of Controversy, ESRB Will Add 'In-Game Purchases' Label To Games." *Kotaku* (blog). <https://kotaku.com/after-months-of-controversy-esrb-will-add-in-game-purc-1823356171>; last accessed 19 August 2020.
- . 2018b. "Inside Rockstar Games' Culture of Crunch." *Kotaku*. 23 October 2018. <https://kotaku.com/inside-rockstar-games-culture-of-crunch-1829936466>; last accessed 19 August 2020.
- . 2019. "How BioWare's Anthem Went Wrong." *Kotaku*. 2 April 2019. <https://kotaku.com/how-biowares-anthem-went-wrong-1833731964>; last accessed 19 August 2020.
- Schwarz, Jonas Andersson. 2017. "Platform Logic: An Interdisciplinary Approach to the Platform-Based Economy." *Policy & Internet* 9 (4): 374–94. <https://doi.org/10.1002/poi3.159>.
- Schwidessen, Sebastian, and Philipp Karius. 2018. "Watch Your Loot Boxes! – Recent Developments and Legal Assessment in Selected Key Jurisdictions from a Gambling Law Perspective." *Interactive Entertainment Law Review* 1 (1): 17–43. <https://doi.org/10.4337/ielr.2018.01.02>.
- Scott, Colin. 2001. "Analysing Regulatory Space: Fragmented Resources and Institutional Design." *Public Law*, no. Summer: 329–53.
- Scully-Blaker, Rainforest, Jason Begy, Mia Consalvo, and Sarah Ganzon. 2017. "Playing along and Playing for on Twitch: Livestreaming from Tandem Play to Performance." In *Proceedings of the 50th Annual Hawaii International Conference on System Sciences*, 2026–35. Kona, HI: HICSS. <https://doi.org/10.24251/HICSS.2017.246>.
- Seasun. 1996. *Apocalypse in Zhonghuancun*. PC. Zhuhai: Seasun.

- SELL. 2019. "L'essentiel Du Jeu Vidéo 2018." Paris: Syndicat des Éditeurs de Logiciels de Loisirs.
- Senft, Theresa M. 2008. *Camgirls: Celebrity and Community in the Age of Social Networks*. New York: Peter Lang.
- . 2013. "Microcelebrity and the Branded Self." In *A Companion to New Media Dynamics*, edited by John Hartley, Jean Burgess, and Axel Bruns, 346–54. Chichester: Wiley-Blackwell. <https://doi.org/10.1002/9781118321607.ch22>.
- Sennett, Richard. 1998. *The Corrosion of Character: The Personal Consequences of Work in the New Capitalism*. New York: W. W. Norton.
- Shanda. 2003. *World of Legend*. PC. Shanghai: Shanda.
- . 2004. "Shanda Interactive Entertainment Limited Initial Public Offering Prospectus." Shanghai: Shanda. <https://www.sec.gov/Archives/edgar/data/1278308/000114554904000629/u9881b4e424b4.htm>; last accessed 19 August 2020.
- Shanghai Manjuu, and Xiamen Yongshi. 2017. *Azur Lane*. Android, iOS. Shanghai: Bilibili.
- Shaw, Adrienne. 2009. "Putting the Gay in Games: Cultural Production and GLBT Content in Video Games." *Games and Culture* 4 (3): 228–53. <https://doi.org/10.1177/1555412009339729>.
- . 2015. *Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture*. Minneapolis, MN: University of Minnesota Press.
- Shaw, Sue, and Gill Homan. 2013. "HR Issues in the Computer Games Industry: Survival at a Price." In *Changing the Rules of the Game: Economic, Management and Emerging Issues in the Computer Games Industry*, edited by Sabine Hotho and Neil McGregor, 122–41. London: Palgrave Macmillan. [https://doi.org/10.1057/9781137318411\\_8](https://doi.org/10.1057/9781137318411_8).
- Sheff, David. 2011. *Game Over: How Nintendo Conquered The World*. Knopf Doubleday Publishing Group.
- Shohat, Ella, and Robert Stam. 2014. *Unthinking Eurocentrism: Multiculturalism and the Media*. Second edition. Sightlines. London/New York: Routledge.
- Šisler, Vít, Jaroslav Švelch, and Josef Šlerka. 2017. "Video Games and the Asymmetry of Global Cultural Flows: The Game Industry and Game Culture in Iran and the Czech Republic." *International Journal of Communication* 11 (September): 3857–79.
- Sithigh, Daithi Mac. 2014. "Multiplayer Games: Tax, Copyright, Consumers and the Video Game Industries." *European Journal of Law and Technology* 5 (3). <http://ejlt.org/article/view/324>.
- Skidelsky, Edward, and Robert Skidelsky. 2012. *How Much Is Enough?: Money and the Good Life*. London: Penguin Books Limited.

- Snape, Robert, John Haworth, Sandie McHugh, and Jerome Carson. 2017. "Leisure in a Post-Work Society." *World Leisure Journal* 59 (3): 184–94. <https://doi.org/10.1080/16078055.2017.1345483>.
- Social Game Info. 2011. "【Rekoo Japan前編】「サンシャイン牧場」リリースから2年・・・現状と展望を聞く." Social Game Info. 31 August 2011. <http://gamebiz.jp/?p=33736>; last accessed 19 August 2020.
- Softstar. 1989. *Money Taipei*. PC. Taipei: Softstar.
- Softtouch. 1990. *Atomix*. Amiga 500. Gütersloh: Thalion Software.
- Somari Team. 1994. *Somari*. NES. Ge De Industry Co.
- Sotamaa, Olli. 2007. "Let Me Take You to The Movies: Productive Players, Commodification and Transformative Play." *Convergence: The International Journal of Research into New Media Technologies* 13 (4): 383–401. <https://doi.org/10.1177/1354856507081961>.
- . 2009. *The Player's Game: Towards Understanding Player Production Among Computer Game Cultures*. Tampere: Tampere University Press.
- . 2010. "When the Game Is Not Enough: Motivations and Practices Among Computer Game Modding Culture." *Games and Culture* 5 (3): 239–55. <https://doi.org/10.1177/1555412009359765>.
- Sotamaa, Olli, Kristine Jørgensen, and Ulf Sandqvist. 2020. "Public Game Funding in the Nordic Region." *International Journal of Cultural Policy* 26 (5): 617–32. <https://doi.org/10.1080/10286632.2019.1656203>.
- Sotamaa, Olli, and Tero Karppi. 2010. "Games as Services." Final Report. TRIM Research Reports. Tampere: University of Tampere.
- Spiker, Christina M. 2017. "Should You Pull? Gachapon, Risk, and Reward in Mobile Gaming." *First Person Scholar* (blog). 6 September 2017. <http://www.firstperson-scholar.com/should-you-pull/>; last accessed 19 August 2020.
- Srnicke, Nick. 2017. *Platform Capitalism*. Hoboken, NJ: John Wiley & Sons.
- Srnicke, Nick, and Alex Williams. 2015. *Inventing the Future: Postcapitalism and a World Without Work*. New York: Verso Books.
- Standing, Guy. 2017. *Basic Income: And How We Can Make It Happen*. London: Penguin Books Limited.
- Stebbins, Robert A. 2017. *The Idea of Leisure: First Principles*. New York: Routledge.
- Stenros, Jaakko, and Olli Sotamaa. 2009. "Commoditization of Helping Players Play: Rise of the Service Paradigm." In *Proceedings of the 2009 DiGRA International Conference: Breaking New Ground: Innovation in Games, Play, Practice and Theory*. Brunel University, Uxbridge: Digital Games Research Association.
- Sterling, Jim. 2015. *Fee 2 Pay (The Jimquisition)*. <https://www.youtube.com/watch?v=fHszeYz5Mio>; last accessed 19 August 2020.

- Stolk, Bram. 2018. "Indie Game Business: Now 15,000 Times Harder." Gamasutra. 12 December 2018. [https://www.gamasutra.com/blogs/BramStolk/20181212/332762/Indie\\_Game\\_business\\_now\\_15000\\_times\\_harder.php](https://www.gamasutra.com/blogs/BramStolk/20181212/332762/Indie_Game_business_now_15000_times_harder.php); last accessed 19 August 2020.
- Strangleman, Tim. 2007. "The Nostalgia for Permanence at Work? The End of Work and Its Commentators." *The Sociological Review* 55 (1): 81–103.
- Straw, Will. 2004. "Cultural Scenes." *Loisir et Société / Society and Leisure* 27 (2): 411–22. <https://doi.org/10.1080/07053436.2004.10707657>.
- Superhot Team. 2016. *Superhot*. PC. Łódź, Poland: Superhot Team.
- Švelch, Jan. 2016. "'Footage Not Representative': Redefining Paratextuality for the Analysis of Official Communication in the Video Game Industry." In *Contemporary Research on Intertextuality in Video Games*, edited by Christophe Duret and Christian-Marie Pons, 297–315. Hershey, PA: IGI Global.
- . 2017. "Playing with and against Microtransactions: The Discourses of Microtransactions Acceptance and Rejection in Mainstream Video Games." In *The Evolution and Social Impact of Video Game Economics*, edited by Casey B. Hart, 101–20. Lanham, MD: Lexington Books.
- . 2019. "Resisting the Perpetual Update: Struggles against Protocological Power in Video Games." *New Media & Society* 21 (7): 1594–1612. <https://doi.org/10.1177/1461444819828987>.
- . 2020. "Mediatization of a Card Game: Magic: The Gathering, Esports, and Streaming." *Media, Culture & Society* 42 (6): 838–56. <https://doi.org/10.1177/0163443719876536>.
- Švelch, Jaroslav. 2017. "Keeping the Spectrum Alive: Platform Fandom in a Time of Transition." In *Fans and Videogames: Histories, Fandom, Archives*, edited by Melanie Swalwell, Helen Stuckey, and Angela Ndalians, 57–74. Routledge Advances in Game Studies 9. New York: Routledge.
- . 2018. *Gaming the Iron Curtain: How Teenagers and Amateurs in Communist Czechoslovakia Claimed the Medium of Computer Games*. Cambridge, MA: MIT Press.
- Swalwell, Melanie. 2012a. "The Early Micro User: Games Writing, Hardware Hacking, and the Will to Mod." In *Proceedings of DiGRA Nordic 2012 Conference: Local and Global – Games in Culture and Society*. Tampere: DiGRA.
- . 2012b. "Questions about the Usefulness of Microcomputers in 1980s Australia." *Media International Australia* 143 (1): 63–77. <https://doi.org/10.1177/1329878X1214300109>.
- Szczepanik, Petr, Pavel Zahrádka, and Jakub Macek. 2020. "Introduction: Theorizing Digital Peripheries." In *Digital Peripheries: The Online Circulation of Audiovisual Content from the Small Market Perspective*, edited by Petr Szczepanik, Pavel Zahrádka, Jakub Macek, and Paul Stepan, 1–31. Springer Series



- in Media Industries. Cham: Springer International Publishing. [https://doi.org/10.1007/978-3-030-44850-9\\_1](https://doi.org/10.1007/978-3-030-44850-9_1).
- Takhteyev, Yuri. 2012. *Coding Places: Software Practice in a South American City. Acting with Technology*. Cambridge, MA: MIT Press.
- Taylor, Nicholas Thiel. 2016. "Now You're Playing with Audience Power: The Work of Watching Games." *Critical Studies in Media Communication* 33 (4): 293–307. <https://doi.org/10.1080/15295036.2016.1215481>.
- Taylor, Stephanie, and Karen Littleton. 2012. *Contemporary Identities of Creativity and Creative Work*. Farnham: Ashgate Publishing, Ltd.
- Taylor, T.L. 2006. *Play Between Worlds: Exploring Online Game Culture*. Cambridge, MA: MIT Press.
- . 2012. *Raising the Stakes: E-Sports and the Professionalization of Computer Gaming*. Cambridge, MA: MIT Press.
- . 2018. *Watch Me Play: Twitch and the Rise of Game Live Streaming*. Princeton, NJ: Princeton University Press.
- Team Meat. 2010. *Super Meat Boy*. PC, Xbox 360. Santa Cruz, CA: Team Meat.
- TECHNOCompétences. 2016. "Profil de La Main-d'œuvre Dans l'industrie Du Jeu Électronique Au Québec En 2016." Montréal: TECHNOCompétences.
- Teipen, Christina. 2008. "Work and Employment in Creative Industries: The Video Games Industry in Germany, Sweden and Poland." *Economic and Industrial Democracy* 29 (3): 309–35. <https://doi.org/10.1177/0143831X08092459>.
- Tencent Games. 2018. *PUBG Mobile*. Android, iOS. Shenzhen: Tencent.
- Terranova, Tiziana. 2004. *Network Culture: Politics for the Information Age*. London; Ann Arbor, MI: Pluto Press.
- "The \$120B Gaming Industry Is Being Built On The Backs Of These Two Engines." 2018. CB Insights Research. 20 September 2018. <https://www.cbinsights.com/research/game-engines-growth-expert-intelligence/>; last accessed 19 August 2020.
- TiMi Studios. 2016. *Arena of Valor*. Android, iOS. Shenzhen: Tencent.
- Toronto Unity Developers. n.d. "Toronto Unity Developers (Toronto, ON)." Meet-up. <https://www.meetup.com/Toronto-Unity-Developers/>; last accessed 13 January 2020.
- Trammell, Aaron. 2019. "Analog Games and the Digital Economy." *Analog Game Studies* VI (1). <http://analoggamestudies.org/2019/03/analog-games-and-the-digital-economy/>; last accessed 19 August 2020.
- Tsang, Eric W.K. 2004. "Human Resource Management Problems in Sino-Japan Joint Ventures." *Journal of Manpower* 15 (9): 4–21.
- Tschang, Ted Feichin. 2005. "Videogames as Interactive Experiential Products and Their Manner of Development." *International Journal of Innovation Management* 9 (01): 103–31.

- Tusikov, Natasha. 2016. *Chokepoints: Global Private Regulation on the Internet*. Berkeley, CA: University of California Press.
- Tyni, Heikki. 2020. "Double Duty: Crowdfunding and the Evolving Game Production Network." *Games and Culture* 15 (2): 114–37. <https://doi.org/10.1177/1555412017748108>.
- Tyni, Heikki, and Olli Sotamaa. 2014. "Assembling a Game Development Scene? Uncovering Finland's Largest Demo Party." *G|A|M|E, the Italian Journal of Game Studies* 1 (3): 109–19.
- Umoni Studio. 2014. *Piano Tiles*. Android, iOS, Windows Phone. Beijing: Umoni Studio.
- "Unity – Fast Facts." 2016. Unity. 28 April 2016. <https://web.archive.org/web/20160428071415/http://unity3d.com:80/public-relations>; last accessed 19 August 2020.
- "Unity 5 Roadshow – Toronto – Limited Availability." 2015. Unity. June. <https://unity3d.com/events/unity-5-roadshow-toronto-limited-availability>; last accessed 13 January 2020.
- "Unity Public Relations Fact Page." n.d. Unity. <https://unity3d.com/public-relations>; last accessed 13 January 2020.
- Unity Technologies. n.d. "Powerful 2D, 3D, VR, & AR Software for Cross-Platform Development of Games and Mobile Apps." Accessed January 13, 2020. <https://store.unity.com/>.
- Van Dijck, José, Thomas Poell, and Martijn de Waal. 2018. *The Platform Society: Public Values in a Connective World*. New York: Oxford University Press.
- Van Dreunen, Joost. 2011. "A Business History of Video Games: Revenue Models from 1980 to Today." In *Proceedings of The Game Behind the Video Game: Business, Regulation, and Society in the Gaming Industry*, 8–9. New Brunswick, NJ.
- Van Roessel, Lies, and Christian Katzenbach. 2020. "Navigating the Grey Area: Game Production between Inspiration and Imitation." *Convergence: The International Journal of Research into New Media Technologies* 26 (2): 402–20. <https://doi.org/10.1177/1354856518786593>.
- Vanderhoef, John, and Michael Curtin. 2016. "The Crunch Heard 'Round the World: The Global Era of Digital Game Labor." In *Production Studies, the Sequel!: Cultural Studies of Global Media Industries*, edited by Miranda J. Banks, Bridget Conon, and Vicki Mayer, 196–209. New York: Routledge.
- "Video Games from Poland Featured at Gaming Exhibition in Shanghai." 2017. Culture.Pl. July 2017. <https://culture.pl/en/event/video-games-from-poland-featured-at-gaming-exhibition-in-shanghai>; last accessed 19 August 2020.
- Virtuos. 2010. *Monster Jam: Path of Destruction*. PS3, PSP, Xbox 360, Nintendo Wii, Nintendo DS. Shanghai: Activision.
- Vygotsky, Lev Semionovitch. 1987. *The Collected Works of L.S. Vygotsky: Volume 1: Problems of General Psychology, Including the Volume Thinking and Speech*.

- Edited by Robert W. Reiber and Aaron S. Carton. Translated by Norris Minick. Berlin: Springer Science & Business Media.
- Wade, Alex. 2016. *Playback: A Genealogy of 1980s British Videogames*. New York: Bloomsbury Academic.
- Warhorse Studios. 2018. *Kingdom Come: Deliverance*. PC. Prague: Warhorse Studios.
- Wasiak, Patryk. 2012. "Grali i kopiowali – Gry komputerowe w PRL jako problem badawczy." In *Kultura popularna w Polsce w latach 1944-1989: Problemy i perspektywy badawcze*, edited by Katarzyna Stańczak-Wiślicz, 201–24. Warszawa: Instytut badań literackich PAN wydawnictwo.
- . 2014. "Playing and Copying: Social Practices of Home Computer Users in Poland during the 1980s." In *Hacking Europe: From Computer Cultures to Demoscenes*, edited by Gerd Alberts and Ruth Oldenziel, 129–50. London: Springer.
- Wawro, Alex. 2016. "Devs Share Real Talk about Surviving the Latest 'Indiepocalypse.'" Gamasutra. 15 March 2016. [https://www.gamasutra.com/view/news/268134/Devs\\_share\\_real\\_talk\\_about\\_surviving\\_the\\_latest\\_indiepocalypse.php](https://www.gamasutra.com/view/news/268134/Devs_share_real_talk_about_surviving_the_latest_indiepocalypse.php); last accessed 19 August 2020.
- Wee, Cheryl Faith. 2014. "Remote Gambling Bill Could Have 'negative Effects' for Digital Games." *The Straits Times*, 3 October 2014. <http://www.straitstimes.com/singapore/remote-gambling-bill-could-have-negative-effects-for-digital-games>; last accessed 19 August 2020.
- Weeks, Kathi. 2011. *The Problem with Work: Feminism, Marxism, Antiwork Politics, and Postwork Imaginaries*. Durham, NC: Duke University Press.
- Weil, David. 2014. *The Fissured Workplace*. Cambridge, MA: Harvard University Press.
- WeMade. 2001. *The Legend of Mir 2*. PC. Seoul: WeMade.
- Wenger, Etienne. 2008. *Communities of Practice: Learning, Meaning, and Identity*. 16th pr. Learning in Doing: Social, Cognitive, and Computational Perspectives. Cambridge: Cambridge University Press.
- Weststar, Johanna. 2015. "Understanding Video Game Developers as an Occupational Community." *Information, Communication & Society* 18 (10): 1238–52. <https://doi.org/10.1080/1369118X.2015.1036094>.
- Weststar, Johanna, and Marie-Josée Legault. 2019. "Building Momentum for Collectivity in the Digital Game Community." *Television & New Media* 20 (8): 848–61. <https://doi.org/10.1177/1527476419851087>.
- White, Harrison C. 1993. *Careers and Creativity: Social Forces in the Arts*. Social Inequality Series. Boulder, CO: Westview Press.
- Whitson, Jennifer R. 2013. "The 'Console Ship Is Sinking' and What This Means for Indies." *Loading...* 7 (11): 122–29.
- . 2018. "Voodoo Software and Boundary Objects in Game Development: How Developers Collaborate and Conflict with Game Engines and Art Tools." *New Media & Society* 20 (7): 2315–32. <https://doi.org/10.1177/1461444817715020>.

- . 2019. "The New Spirit of Capitalism in the Game Industry." *Television & New Media* 20 (8): 789–801. <https://doi.org/10.1177/1527476419851086>.
- . 2020. "What Can We Learn From Studio Studies Ethnographies?: A 'Messy' Account of Game Development Materiality, Learning, and Expertise." *Games and Culture* 15 (3): 266–88. <https://doi.org/10.1177/1555412018783320>.
- Whitson, Jennifer R, Bart Simon, and Felan Parker. 2018. "The Missing Producer: Rethinking Indie Cultural Production in Terms of Entrepreneurship, Relational Labour, and Sustainability." *European Journal of Cultural Studies*, December, Online First. <https://doi.org/10.1177/1367549418810082>.
- Wijman, Tom. 2018. "Newzoo's 2018 Report: Insights Into the \$137.9 Billion Global Games Market." *Newzoo* (blog). 20 June 2018. <https://newzoo.com/insights/articles/newzoos-2018-report-insights-into-the-137-9-billion-global-games-market/>; last accessed ?
- Williams, Dmitri. 2002. "Structure and Competition in the US Home Video Game Industry." *International Journal on Media Management* 4 (1): 41–54. <https://doi.org/10.1080/14241270209389979>.
- Williamson, John, and Martin Cloonan. 2007. "Rethinking the Music Industry." *Popular Music* 26 (2): 305–22.
- Winseck, Dwayne. 2008. "The State of Media Ownership and Media Markets: Competition or Concentration and Why Should We Care?" *Sociology Compass* 2 (1): 34–47. <https://doi.org/10.1111/j.1751-9020.2007.00061.x>.
- Wirman, Hanna. 2016. "Sinological-Orientalism in Western News Media: Caricatures of Games Culture and Business." *Games and Culture* 11 (3): 298–315. <https://doi.org/10.1177/1555412015607778>.
- Witkowski, Emma, and James Manning. 2019. "Player Power: Networked Careers in Esports and High-Performance Game Livestreaming Practices." *Convergence: The International Journal of Research into New Media Technologies* 25 (5–6): 953–69. <https://doi.org/10.1177/1354856518809667>.
- Wohn, Donghee Yvette. 2019. "Volunteer Moderators in Twitch Micro Communities: How They Get Involved, the Roles They Play, and the Emotional Labor They Experience." In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems – CHI '19*, 1–13. Glasgow: ACM Press. <https://doi.org/10.1145/3290605.3300390>.
- Wolf, Mark J. P. 2015. *Video Games around the World*. Cambridge, MA: MIT Press.
- Woodcock, Jamie. 2019. *Marx at the Arcade: Consoles, Controllers, and Class Struggle*. Chicago, IL: Haymarket Books.
- Wooden Wolf. 2017. *Liuyan Zhentan*. Android, iOS. Shenzhen: Wooden Wolf.
- WPHI Washington. 2016. "Join Us! Polish Embassy Open House Featuring 'Digital Dreamers: A Playable Celebration of the Polish Video Game Industry – Polska Acceleration Day.'" Stany Zjednoczone | Portal Promocji Eksportu. 4 May 2016.

- <https://usa.trade.gov.pl/en/news/192304,join-us-polish-embassy-open-house-featuring-digital-dreamers-a-playable-celebration-of-the-polish-video-.html>; last accessed 19 August 2020.
- Xtonomous. 2019. *Bot Land*. PC, iOS, Android. Xtonomous.
- Young, Chris J. 2018. "Game Changers: Everyday Gamemakers and the Development of the Video Game Industry." PhD, University of Toronto.
- Young, Kirsty. 2005. "Direct from the Source: The Value of 'think-Aloud' Data in Understanding Learning." *Journal of Educational Enquiry* 6 (1): 19–33.
- Yu, Derek. 2016. *Spelunky*. Los Angeles, CA: Boss Fight Books.
- Yurchak, Alexei. 2006. *Everything Was Forever, until It Was No More: The Last Soviet Generation*. Princeton, NJ: Princeton University Press.
- Zackariasson, Peter, Alexander Styhre, and Timothy L. Wilson. 2006. "Phronesis and Creativity: Knowledge Work in Video Game Development." *Creativity and Innovation Management* 15 (4): 419–29. <https://doi.org/10.1111/j.1467-8691.2006.00400.x>.
- Zackariasson, Peter, and Timothy L. Wilson (eds) 2012. *The Video Game Industry: Formation, Present State, and Future*. Routledge Studies in Innovation, Organization and Technology. New York/Abingdon: Routledge.
- Zagal, José P., Staffan Björk, and Chris Lewis. 2013. "Dark Patterns in the Design of Games." In *Proceedings of the 8th International Conference on the Foundations of Digital Games (FDG 2013)*, 39–46. Chania, Crete, Greece: Society for the Advancement of the Science of Digital Games.
- Ziebart, Alex. 2017. "Overwatch China Changes Loot Box Purchases to Dodge Gambling Laws." *Blizzard Watch* (blog). 6 June 2017. <https://blizzardwatch.com/2017/06/06/new-way-buy-overwatch-loot-boxes-china/>; last accessed 19 August 2020.
- Zittrain, Jonathan. 2008. *The Future of the Internet: And How to Stop It*. New Haven, CT: Yale University Press.
- Zlámál, Pavel. 1988. *TOL*. ZX Spectrum. Bobek-soft.
- Znovuzrozeny, Zuzan. 1989. *Dobrodružství Indiana Jonese na Václavském náměstí v Praze dne 16. 1. 1989 – The Adventures of Indiana Jones in Wenceslas Square in Prague on January 16, 1989*. ZX Spectrum.
- Zuboff, Shoshana. 2019. *The Age of Surveillance Capitalism: The Fight for a Human Future at the New Frontier of Power: Barack Obama's Books of 2019*. London: Profile Books.
- Zulong. 2001. *Freedom and Glory*. PC. Beijing: Zulong.
- 日経 xTECH (クロステック) . 2009. " [IVSレポート] クーボンのなる木が育つ「サンシャイン牧場」のマーケティング活用." 日経 xTECH (クロステック) . 17 November 2009. <https://tech.nikkeibp.co.jp/it/article/Interview/20091113/340539/>; last accessed 19 August 2020.

