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have come a long way,
from Atari's pinging,
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Spellbound February

27, 2014 by Shannon

Authored by Scott

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charts, tables, index.

186 pp. \$34.95 paper.

isbn: 978-0313362248

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Rigby and Richard M.

Ryan. p. cm.—(New
directions in media)

Includes bibliographical
references and index.

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Glued To Games
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ISBN

978-0-313-36224-8

(hard copy : alk.
paper)—ISBN

978-0-313-36225-5

(ebook) 1. Video
games—Psychological
aspects. 2. Video
games—Social aspects.

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"As games mature, and the average age of gamers continues to rise, we can hope that game scholarship will evolve as well, and Glued to Games is a good step in that direction."

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This book offers a practical yet powerful way to understand the psychological appeal and strong motivation to play video games.

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by Laura Sharman

Published April 6, 2020

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Rigby and Richard M. Ryan does in many ways go in the opposite direction of much of the current research on video games. Rather than focusing solely on the content of video games, such as violence, blood and gore, Rigby and Ryan want to understand the psychological and emotional experiences of gamers that contribute to ...

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Media By Scott

Rigby Richard

discusses the
phenomenon of video
games, the life skills
that are manifested by
their usage, how
games are overused,
and a practical
roadmap to games.

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The book discusses why specific features and content connect with the psychological needs of players, and exactly how games build value and enthusiasm.

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