

Friedrich-Schiller-Universität Jena

WS 2008/09

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HS: Philosophie der Computerspiele

(Blockveranstaltung), Raum SR 308, Carl-Zeiss-Str. 3

Texte / Termine

Di, 18.11.08, 10-16 Uhr

Galloway, Alexander R. (2006): *Gaming. Essays on Algorithmic Culture*,
Minneapolis/London: University of Minnesota Press, bes. Kap. 1: "Gamic Action, Four
Moments".

Juul, Jesper (2005): *Half-Real. Video Games between Real Rules and Fictional Worlds*,
Cambridge/London: MIT Press, bes. Kap. 5: "Rules and Fiction".

Di, 25.11.08, 10-16 Uhr

Ryan, Marie-Laure (2001): *Narrative as Virtual Reality. Immersion and Interactivity in
Literature and Electronic Media*, Baltimore/London: John Hopkins University Press, bes. Teil
II: "The Poetics of Immersion".

Di, 2.12.08, 10-16 Uhr

Bogost, Ian (2007): *Persuasive Games. The Expressive Power of Videogames*,
Cambridge/London: MIT Press, bes. Kap. 1: "Procedural Rhetoric"
[= <http://mitpress.mit.edu/books/chapters/0262026147chap1.pdf>].