

Contents

Foreword	ix
Preface	xi
Contributors	xiii
1. Playing Video Games as Entertainment	1
<i>Peter Vorderer, Jennings Bryant, Katherine M. Pieper, and René Weber</i>	
2. Designing the Experience of Interactive Play	9
<i>Michael Sellers</i>	
I The Product	
3. A Brief Biography of Computer Games	25
<i>Henry Lowood</i>	
4. The (Computer) Games People Play	43
<i>Barry P. Smith</i>	
5. Perps, Pimps, and Provocative Clothing: Examining Negative Content Patterns in Video Games	57
<i>Stacy Smith</i>	
6. Massively Multiplayer Online Games	77
<i>Elaine Chan and Peter Vorderer</i>	

II Motivation and Selection

7. Why People Play Games: An Industry Perspective 91
G. Christopher Klug and Jesse Schell
8. Why Play? An Evolutionary Perspective 101
Peter Ohler and Gerhild Nieding
9. The Influence of Personality Factors on Computer Game Choice 115
Tilo Hartmann and Christoph Klimmt
10. Effectance, Self-Efficacy, and the Motivation to Play Video Games 133
Christoph Klimmt and Tilo Hartmann
11. What Attracts Children? 147
Maria von Salisch, Caroline Oppl, and Astrid Kristen
12. Adolescents and the Appeal of Video Games 165
Arthur A. Raney, Jason K. Smith, and Kaysee Baker
13. Selective Exposure to Video Games 181
Jennings Bryant and John Davies

III Reception and Reaction Processes

14. A Brief Social History of Game Play 197
Dmitri Williams
15. Video Game Uses and Gratifications as Predicators of Use and Game Preference 213
John L. Sherry, Kristen Lucas, Bradley S. Greenberg, and Ken Lachlan
16. The Role of Presence in the Experience of Electronic Games 225
Ron Tamborini and Paul Skalski
17. The Role of Music in Video Games 241
Sean M. Zehnder and Scott D. Lipscomb
18. Narrative and Interactivity in Computer Games 259
Kwan Min Lee, Namkee Park, and Seung-A Jin
19. Realism, Imagination, and Narrative Video Games 275
Michael A. Shapiro, Jorge Peña-Herborn, and Jeffrey T. Hancock
20. Playing Online 291
Ann-Sofie Axelsson and Tim Regan
21. What Went Wrong With *The Sims Online*: Cultural Learning and Barriers to Identification in a Massively Multiplayer Online Role-Playing Game 307
Francis F. Steen, Patricia M. Greenfield, Mari Siân Davies, and Brendesha Tynes

IV Effects and Consequences

22. What Do We Know About Social and Psychological Effects of Computer Games? A Comprehensive Review of the Current Literature 325
Kwan Min Lee and Wei Peng

23.	Aggression and Violence as Effects of Playing Violent Video Games? <i>René Weber, Ute Ritterfeld, and Anna Kostygina</i>	347
24.	A Theoretical Model of the Effects and Consequences of Playing Video Games <i>Katherine E. Buckley and Craig A. Anderson</i>	363
25.	What Can We Learn From Playing Interactive Games? <i>Debra A. Lieberman</i>	379
26.	Video Games for Entertainment and Education <i>Ute Ritterfeld and René Weber</i>	399
27.	Game Playing and Adolescents' Development <i>Kevin Durkin</i>	415
	Author Index	429
	Subject Index	443