



# Computer Games: Text, Narrative and Play

*Diane Carr, David Buckingham, Andrew Burn, Gareth Schott*

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**Computer Games: Text, Narrative and Play** Diane Carr, David Buckingham, Andrew Burn, Gareth Schott  
This book provides a systematic, comprehensive introduction to the analysis of computer and video games. It introduces key concepts and approaches drawn from literary, film and media theory in an accessible and concrete manner; and it tests their use and relevance by applying them to a representative selection of games.

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