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AVANT-GARDE VIDEOGAMES: PLAYING WITH TECHNOCULTURE (HARDBACK)



MIT Press Ltd, United States, 2014. Hardback. Condition: New. Language: English . Brand New Book An exploration of avant-garde games that builds upon the formal and political modes of contemporary and historical art movements. The avant-garde challenges or leads culture; it opens up or redefines art forms and our perception of the way the world works. In this book, Brian Schrank describes the ways that the avant-garde emerges through videogames. Just as impressionism or cubism created alternative ways of making and...

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- Authored by Brian Schrank
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