



Transnational Contexts of Culture, Gender, Class, and Colonialism in Play: Video Games in East Asia (East Asian Popular Culture)

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This book examines the local, regional and transnational contexts of video games through a focused analysis on gaming communities, the ways game design regulates gender and class relations, and the impacts of colonization on game design. The critical interest in games as a cultural artifact is covered by a wide range of interdisciplinary work. To highlight the social impacts of games the first section of the book covers the systems built around high score game competitions, the development of independent game design communities, and the formation of fan communities and cosplay. The second section of the book offers a deeper analysis of game structures, gender and masculinity, and the economic constraints of empire that are built into game design. The final section offers a macro perspective on transnational and colonial discourses built into the cultural structures of East Asian game play.

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