

## Half Real By Jesper Juul

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### Half Real By Jesper Juul

Half-real is a book on video game theory, but it is generally readable. As for method, the book is an eclectic mix of theories on games, film and literary theory, computer science, and psychology. The book is based on numerous game examples, with more than 100 screenshots from the past 40 years of video games.

### Half-Real: Video Games between Real Rules and Fictional Worlds

Jesper Juul is Associate Professor in the School of Design at the Royal Danish Academy of Fine Arts. He is the author of Half-Real: Video Games between Real Rules and Fictional Worlds; A Casual Revolution: Reinventing Video Games and Their Players; and The Art of Failure: An Essay on the Pain of Playing Video Games, all published by the MIT Press.

### Half-Real: Video Games between Real Rules and Fictional ...

A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. In this thought-provoking study, Jesper Juul examines the constantly evolving tension between rules and fiction in video games.

### Half-Real | The MIT Press

A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. In this thought-provoking study, Jesper Juul examines the constantly evolving tension between rules and fiction in video games.

### Half-Real: Video Games Between Real Rules and Fictional ...

Jesper Juul is Visiting Assistant Arts Professor at the New York University Game Center. He is the author of Half-Real: Video Games between Real Rules and Fictional Worlds (2005), published by the MIT Press. --This text refers to the unknown\_binding edition. Read more.

### Amazon.com: Half-Real: Video Games between Real Rules and ...

Video Games between Real Rules and Fictional Worlds. Jesper Juul; ... an analysis of the interaction between rules and fiction in video games. A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. ...

### Half-Real by Jesper Juul - Penguin Books New Zealand

Half-Real. Video Games between Real Rules and Fictional Worlds. Jesper Juul

### Half-Real by Jesper Juul - Penguin Books Australia

Half-Real Jesper Juul Juul is very concerned with rules in video games and non-electronic games. It seems that most people bend or fit the rules of board game or non-electronic games to themselves. Take a game of Monopoly for instance.

### Half-Real Jesper Juul | video games seminar (jams 860)

Juul's book on video game theory, Half-Real: Video Games Between Real Rules and Fictional Worlds was published by MIT Press in 2005, and named by designer Ernest Adams as one of the " 50 Books for Everyone in the Game Industry ".

### Jesper Juul (game researcher) - Wikipedia

In Half-Real, Jesper Juul says this: A game is a rule-based system with a variable and quantifiable outcome, where different outcomes are assigned different values, the player exerts effort in order to influence the outcome, the player feels emotionally

### Download Half Real By Jesper Juul

Penguin Books New Zealand A Penguin Random House Company. global.penguinrandomhouse.com

### Jesper Juul - Penguin Books New Zealand

Published in 2005 by Jesper Juul, Half-Real is an exploration of video games as combinations of formal rulesets and informal fiction.

### Half Real: Video Games between Real Rules and Fictional ...

A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but we slay a dragon (for example) only in the world of the game. In this thought-provoking study, Jesper Juul examines the constantly evolving tension between rules and fiction in video games.

### Jesper Juul | The MIT Press

Jesper Juul is Visiting Assistant Professor at the New York University Game Center. He is the author of Half-Real: Video Games between Real Rules and Fictional Worlds and A Casual Revolution: Reinventing Video Games and Their Players, both published by MIT Press.

### Jesper Juul (Author of Half-Real)

Video games as both a departure from and a development of traditional games; an analysis of the interaction between rules and fiction in video games. A video game is half-real: we play by real rules while imagining a fictional world. We win or lose the game in the real world, but w...

### Half-Real on Apple Books

Staffan Björk & Jesper Juul: "Zero-Player Games Or: What We Talk about When We Talk about Players". Conference paper presented at the The Philosophy of Computer Games Conference, Madrid, 2012. Staffan Björk & Jesper Juul: "Jogos zero-jogador ou: do que falamos quando falamos de jogadores".

### Jesper Juul - Publications

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