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The Philosophy Of Computer Games

By doing so, the book aims to establish the philosophy of computer games as an important strand of computer games research, and as a separate field of philosophical inquiry. The book is required reading for anyone with an academic or professional interest in computer games, and will also be of value to readers curious about the philosophical issues raised by contemporary digital culture.

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Game Philosophy Network

My book on the philosophy of games. My book, Games: Agency as Art, is forthcoming from Oxford University Press. Games occupy a unique and valuable place in our lives. Game designers do not simply create worlds; they design temporary selves. Game designers set what our motivations are in the game and what our abilities will be. Thus: games are the art form of agency.

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