I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Skin in the game book wikipedia

Keep up with the latest daily buzz with the BuzzFeed Daily newsletter! Being a good-looking person means participating in different hobbies. People who enjoy video games, for example, should spend some time doing something else, such as reading. Here's a fun loophole in that logic: There are a lot of books about the game! Below, you'll find some of the best books written about our favorite entertainment. Each touches on different aspects of video games so you can read them all without going to sleep from redundancy. If you like the game, they're all worth checking out, so read on. Source: It Books 1. Console Wars: Seegah, Nintendo, and the battle that defined a generation in console warfare, writer Blake Harris goes deep into the funniest encounter in the history of video games. In the early 1990s, Nintendo completely dominated the market. The book goes behind the scenes as Sega, led by Tom Kalinske, makes a run at The King - and almost wins. It's a deeply reported business thriller that packs a punch even if you probably know the result. If you're looking for an available Turner page, see more. Source: Pantheon Books 2. Extra life: Why video games matter for my money, Tom Bissell penned some of the best writing about video games from anyone in the business. This collection of articles combines self-biography, criticism and reporting to a thoughtful look at the state of modern video games. You read about Bissell's cocaine overeating and grand theft auto addiction in an article, then you'll check the usefulness of the narrative in the next games. Best of all, none of this seems out of place. If you want to read well writing about good games, extra life is a great place to start. Source: Penguin Group 3. The reality is broken: why games make us better and how they can change the world this book by Jane McGonigle argues for a very unpopular idea: that the game can make the world a better place. how to? by providing happiness , for one . Playing makes people happy which means games are a force for good in the world. But they can also change the world if we can apply logic and video game scenarios on real-world issues like depression, obesity, poverty, and climate change. It's fascinating stuff, and it just might make you feel optimistic about the future. Check out Ted McGonigle's talk game could make the world better to learn more. Source: Guinness World Records 4. The Guinness World Records Gamer edition not only brews well, but in the last eight years, the company has tracked all the world records of video games that are suitable for printing. Those records, along with interviews and other pits, are then published in the gamer's one-year version of the famous record book. Whether you want to know standard things like the bestselling game of the year, or weirder things like where most people Together dressed as the same character, this book covers you. Source: Random House 5. A player ready one if you're in the mood for something a little more imaginative, the player ready one tells a story of a devastated world in which most people prefer to live their lives in a virtual reality called OASIS. The mega-rich creator of OASIS promises his wealth to someone who solves a vast, complex series of puzzles and games, many of which hinge on the knowledge of video games from the 80s. As luck would have it, the main character of his youth spent obsessed over the game of that era. Throw in some friends and enemies, and raise the stock through the roof, and you'll enjoy a story any gamer can have. Follow Chris on twitter @CheatSheetChris check out the tech cheat sheet on Facebook! More of the technology cheats sheets compared to other art forms, the video game industry is still in its infing period. The publishing industry is still catching up with a rapid increase in media. While there are not as many books about games as about film and literature, there is definitely a growing canon of fascinating books about the game and its history. In no particular order, here are 15 of the best books about games, touching on a wide range of topics and games that affect us to gravity towards this interactive creative output. Reading more Spelunky by Derek Yu of the game-centric publisher's head of book combat, Spelunky by Derek Yu details the development of a rogue platformer like himself, now regarded as one of the greatest indy games of all time. Yu's self-lying story brings out his influences and his emergence in the game industry. What's most fascinating about Spelunky, though, is yu's incredibly deep description - including charts and graphs - how he designed a procedurally produced platformer. It's a great book for game fans, as well as aspiring game developers. Console Wars: Se gea, Nintendo, and the battle that defined a generation of Blake J. Harris's Tom Kalinsky with no stretch of imagination is a household name, but his role in the video game industry was staggering in the early to mid-1990s. Sequena was waving things off against Nintendo in 1991 when Kalinski, the man who revived both Hot Wheels and Barbie at The Matel, was brought in to shake things up. Results? A claw-to-toe console war that still defines the video game industry. Harris's book provides an intriguing look inside the great battle between Nintendo and Seegah - a war in which, many of us forget, Seega won for a time. This is a date can't be missed for anyone who grew up praising the 8- and 16-bit games on the Nintendo and Seega consoles. Seth Rogen and Ewan Goldberg are currently working on a cinematic adaptation. Master Doom by David New jersey it's not entirely unreasonable to describe John Carmack and John Romero as Steve Jobs and Steve Wozniak Game. While they shared a love of games, Carmack and Romero had very different characters and styles. Their personal differences most likely contributed to their success as a team, but it also created an end to their participation. The now classic biography of the men behind Doom, Earthquakes, and Wolfenstein Castle follows the path of two of their troubled youngsters, to manal jobs, to the establishment of ID software and the creation of their most well-known games, titles that change computer games forever. In Id, Carmack and Romero bed the equivalent of rockstars video games. This reading is gripping, one that touches on the influence of your games on popular culture in big, good and bad, and will give you more perspective on the FPS genre and pc games in general. Gamelife was suspended by Michael Clone's Michael Clone loves video games for the first time he played little-known computer when he was 7 years old. The young introvert then jumped into Terry's solo adventures and learned what he later described as things you can't learn from people. Unlike some of the other entries on the list, Clone's book revolves around his personal experiences with relatively lesser-known titles including Elite, Ultima III: Exodus, and Pirates! Clone's meditation on games that have shaped his understanding of the world provides a significantly deeper look at how the human psyche affects, and sometimes even changes, by the games we play. Extra Life: Why video games mattered by Tom Bissell's critical looks at the video game phenomenon as widely unavailable as you think. The industry, which has even outsseed Hollywood in earnings, is still in relative inf suckling. In a mix of personal essays, interviews and criticisms, game writer Tom Beisel tries to answer the question: Why are we so drawn to video games? Why does this interactive form matter? If you're interested in analyzing video games from critical - but highly readable - lenses, look more. Reality is broken: why games make us better and how they can change the world by Jane McGonigal we normally view entertainment as a means of escaping our daily lives for a temporary distance of time. Your everyday game is likely to view controller sessions as a way for destress, and as a street to avoid the real world by taking control of the life of a dummy character. Game designer Jane McGonigle knows this right, but she also presents an admirable case for games as a solution to the world's constantly multiplying problems. From retooling education, to revolutionization in business, to more personal issues like mental illness, he posits that games that many of us play can, in some capacity, provide for more good. This is a book that will make you think about games as more than just a media for fun. Tetris The game that hypnotized the world by Dan Ackerman Tetris is probably the most recognizable video game of all time. Seminal's puzzle game was first played nearly 33 years ago, but as CNET editor Dan Ackerman points out, the game is still done today - rarely, since most games managed to hold players' attention for more than a few months. Ackerman's book is set to explore why the world has remained so loathed by the puzzle game to date. In a book that is half the story of origin, half cultural commentary, Ackerman opens no blocks and connects the pieces with effortless precision. The Making of Prince of Persia: Journals 1985-1993 by Jordan Mechner and Danica Novgorodoff Have you ever wanted to know what it's like to be inside the mind of someone on the verge of a creative breakthrough? In 1989, game developer Jordan Macner released Prince Persia on Apple 2. The game, which Mechner made entirely to himself, was roundly critically acclaimed and eventually became a classic that inspired a huge crossmedia franchise over more than 10 games and a feature film. Made in Prince of Persia compiles eight years of Personal Macner magazines that chronicle his thoughts as he enters the video game industry and creates Prince Persia. From his misspelding steps to his victories, Mechner's book provides a raw look at his journey all his base owned by us by Harold Goldberg BioShock. warcraft world . Super Mario Bruce, Madden's Grand Theft Auto All five games represent very different genres and styles, but they all share one thing: they helped boost video games in popular culture. Game critic Harold

Goldberg looks back at 50 years of game history to explain how and why the media became so pervasive, speaking to some of the industry's most praised designers, including Ken Levine and the Hauser brothers, who were tied to fame, among others. Hyrule Historia by Patrick Thorpe and Michael Gombos you can call this low-hanging fruit, since a coffee table book about hyrule history is bound to be a favorite of anyone who has their hands on one of the many excellent and often game-changing legends of Zelda. Then again, a list discussion about video game books feels incomplete without tome that finally opens up the series' hectic timeline, oft. Originally published in Japan alongside the legend of Zelda: The Skyward Sword, this compendium weighs with precise precision, with the art of the concept of all color and a surprising amount of textual commentary and revelations about the long-running franchise. Put simply, if you even have a bit of Zelda fans, it should be on your shelf. Peter Lee's retro technology of male nostalgia is one of The Biggest Nardi Channels on YouTube. As the name finds, nostalgia finds a node, researches, and plays around with And technology decades ago. Now, some of the best nostalgic technology has been compiled into Nerd's retro-tech nostalgia. The book focuses particularly on the first home PCs and gaming consoles. There are screenshots of classic games as well as photography of some truly retro computers and home devices. The book is colorful and lovely to look at, and it's a perfect way to look casual in some cool technology from the 70s, 80s, and 90s. Blood, sweat, and pixels by Jason Schreier making video games hard. While we all know this somewhat, the actual process of making video games - and the stress that comes with it - isn't really known to the public. Blood, sweat, and pixels aim to pull back the curtain on the video game process. It shows how some of the most popular games of recent years arose, and all the pain and frustration that came with their creation. It follows some major AAA titles such as Dragon Age: Inquisition, as well as the development of indie smash hit Stardew Valley. If you have any interest in developing the game or what it takes to come up with a game, blood, sweat, and pixel reading is essential. Jacked: The Outlaw Story of Grand Theft Auto by David Jiang David Keyang has already been featured on this list with Masters of Doom, but his follow-up is equally as engaging. Jackd is looking to create Grand Theft Auto, the pioneering series that forever transformed the game and brought the ire of the general public with him. Keayang's book follows the creators of Rockstar Games, Sam and Dan Hauser, and the story of the creation of gta's first game. It also follows them through major serial lifetime events such as the hot coffee controversy and their turbulent financial struggles. Even if you're not a fan of the franchise, rockstar fiction is exciting and worth reading. Stay while and listen by David L. Craddock Blizzard Entertainment is one of the largest video game companies in the world. Thanks to games like Overwatch and World of Warcraft, the company has become a potter in the video game industry. However, like many game companies that make it big, they find themselves facing a backlash from their fans. From banning players speaking out during the Hong Kong protests, to their efforts to actively shut down classic WoW servers, the company seemed to be becoming a money-driven corporate machine. Stay and Listen is a multi-volume series that explores how The North Blizzard and Blizzard Entertainment came together to create Diablo, one of many games that helped Blizzard succeed. It also gives insight into the corporate empire the company will soon become. Featuring hundreds of interviews, it reveals two distinct ideologies of corporations and the ongoing conflict surrounding the game and the spirit of its developers. Restaurant A surprising insight into how Blizzard became their way, staying for a while and listening is a critical text. The upcoming history of consular warfare writer Blake J. Harris has a new book that explores the wild creation of the Oculus Rift and the race to create the future of the game. It follows everything from Palmer Lacky's early beginnings of the idea to Facebook's acquisition of Oculus. It also lights up all the turmoil and headaches that went into creating the future. The book is initially an intriguing history of one of the biggest improvements in recent years. It's also a surprising study of secret egos and motivations that are making some of the most dramatic changes. Whistleblowing: The author of this piece has written for the New York Video Game Critics Circle, edited by All Your Base Are Belong to us author Harold Goldberg. Editors' Recommendations