

Atari To Zelda Japans Videogames In Global Contexts

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Atari to Zelda : Japan's videogames in global contexts / Mia Consalvo. Description: Cambridge, MA : MIT Press, [2015] | Includes bibliographical references and index. Identifiers: LCCN 2015039702 | ISBN 9780262034395 (hardcover : alk. paper) Subjects: LCSH: Video games—Japan. | Video games—Social aspects—Japan. |

Atari to Zelda: Japan's Videogames in Global Contexts ... Get this from a library! Atari to Zelda : Japan's videogames in global contexts. [Mia Consalvo] -- "In the early days of arcades and Nintendo, many players didn't recognize Japanese games as coming from Japan; they were simply new and interesting games to play. But since then, fans, media, and the ...

Atari To Zelda Japans Videogames

atari-to-zelda-japans-videogames-in-global-contexts 2/24 Downloaded from datacenterdynamics.com.br on October 27, 2020 by guest or technical markers. Games were "localized," subjected to sociocultural and technical tinkering. In this book, Mia Consalvo looks at what happens when Japanese games travel outside Japan, and how they are played, thought about, and Atari to Zelda: Japan's Videogames in Global Contexts (The ... The cover art of Mia Consalvo's Atari to Zelda could not have been chosen better: A pixelated reproduction of Hokusai's famous The Great Wave, it speaks to the tensions between the up-to-date topic of video games and orientalist images of Japan, between mere consumption and deeper understanding, between the local and the global. Throughout the book, Consalvo engages with questions about 'Japaneseness': What makes a video game Japanese?

ATARI TO ZELDA: Japan's Videogames in Global Contexts | By ...

This revival is what Atari to Zelda comes across as being about. Mia Consalvo is trying to explore the rise, fall, and resumed relevance of the Japanese videogames industry. Japanese videogames are imprinted on the minds of millions of gamers all around the world. These memories continue to influence current and future games in development.

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Atari to Zelda: Japan's Videogames in Global Context ...

Atari To Zelda Japans Videogames In Global Contexts

Mia Consalvo's new monograph Atari to Zelda: Japan's Videogames in Global Contexts uses the framework of "cosmopolitanism" to account for both the global circulation of Japanese video games and the ways in which people as actors become more cosmopolitan through their engagement with this culturally specific medium.

Atari to Zelda: Japan's Videogames in Global Contexts by ...

Atari to Zelda: Japan's Videogames in Global Contexts (The MIT Press) eBook: Mia Consalvo: Amazon.co.uk: Kindle Store

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Atari to Zelda: Japan's Videogames in Global Contexts: Consalvo, Mia: 9780262034395: Books - Amazon.ca

Atari to Zelda: Japan's Videogames in Global Contexts ...

The cross-cultural interactions of Japanese videogames and the West, from DIY localization by fans to corporate strategies of "Japaneseness." In the early days of arcades and Nintendo, many players didn't recognize Japanese games as coming from Japan; they were simply new and interesting games to play.

Atari to Zelda : Japan's videogames in global contexts ...

From the micro, DIY processes of players and indie scenes to corporate global localization strategies, Atari to Zelda offers a rich and multifaceted analysis of the complex and dynamic practices and ideologies at play. Weaving the empirical with the theoretical, Consalvo provides a compelling hypothesis that not only seeks to question many Western audiences' default setting of 'Japaneseness' but also to recalibrate the cross-cultural entanglements of global game studies.

Atari to Zelda - The Eye

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The Legend of Zelda is a 1986 action-adventure video game developed and published by Nintendo and designed by Shigeru Miyamoto and Takashi Tezuka. Set in the fantasy land of Hyrule, the plot centers on an elf-like boy named Link, who aims to collect the eight fragments of the Triforce of Wisdom in order to rescue Princess Zelda from the antagonist, Ganon.

The Legend of Zelda (video game) - Wikipedia

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