

## Video Games: Selected Resources

### Books

Beck, John C. and Mitchell Wade. *Got Game? How the Gamer Generation is Reshaping Business Forever*. Cambridge, MA: Harvard Business School Press, 2004.

Castronova, Edward. *Synthetic Worlds: The Business and Culture of Online Games*. University Of Chicago Press, 2005.

Cassell, Justine and Henry Jenkins (Eds). *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge: MIT Pres, 1999.

Chaplin, Heather and Aaron Ruby. *Smartbomb : The Quest for Art, Entertainment, and Big Bucks in the Videogame Revolution* Algonquin Books, 2005.

Compton, Shanna. *Gamers: Writers, Artists and Programmers on the Pleasures of Pixels*. Soft Skull Press, 2004.

DeMaria, Rusel and Johnny Lee Wilson. *High Score! The Illustrated History of Electronic Games*. McGraw-Hill Osborne Media, 2002.

Gee, James Paul. *What Video Games Have to Teach Us About Learning and Literacy*. Palgrave McMillan, 2003.

Howe, Neil and William Strauss. *Millenials Rising: The Next Great Generation*. New York: Vintage/Random House, 2000

Katz, John. *Geeks: How Two Lost Boys Rode the Internet Out of Idaho*. Broadway, 2001.

Jenkins, Henry and Justine Cassell. *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge: MIT Press, 1998.

Johnson, Steven. *Everything Bad is Good for You: How Today's Pop Culture is Actually Making Us Smarter..* Riverhead, 2005.

King, Brad and John Borland. *Dungeons and Dreamers: The Rise of Computer Game Culture from Geek to Chic*. McGraw-Hill Osborne Media, 2003.

Prensky, Mark. *Digital Game-Based Learning*. McGraw Hill, 2004.

Prensky, Mark. *Don't Bother Me, Mom—I'm Learning!* Paragon House Publishers, 2006.

Steinmetz, William. *LAN Party: Hosting the Ultimate Fragfest*. Wiley, 2004.

Tapscott, Don. *Growing Up Digital: The Rise of the Net Generation*. McGraw Hill, 1999.

## Articles

Anderson, Craig. "Violent Video Games: The Myths, the Facts, and Unanswered Questions." [www.apa.org/science/psa/sb-anderson.html](http://www.apa.org/science/psa/sb-anderson.html). January 3, 2007.

Armstrong, Sara and David Warlick, David. "The New Literacies." *TechLearning*. September 15, 2004. [www.techlearning.com/showArticle.php?articleID=47102021](http://www.techlearning.com/showArticle.php?articleID=47102021). January 3, 2007.

Barack, Lauren. "Gaming at your library". *School Library Journal*, 51 (7): 22. [www.schoollibraryjournal.com/article/CA621772.html](http://www.schoollibraryjournal.com/article/CA621772.html). January 3, 2007.

Bell, Lori, Tom Peters, and Kitty Pope. "Enjoying Your First Life? Why Not Add a Second? Developing Library Services in Second Life." *Serious Games Source*. June 30, 2006. [seriousgamesource.com/features/feature\\_063006\\_second\\_life\\_library.php](http://seriousgamesource.com/features/feature_063006_second_life_library.php). January 3, 2007.

Braun, Linda W. "What's in a Game?" *VOYA*, August 2004 pp. 189.

Czarnecki, Kelly, Chuck Thacker, Diane Colletti, Lori Bell & Matt Gullett. Thinking Inside the Box: Games, Teens and Librarians. *OPAL*. July 15, 2005. [feeds.feedburner.com/bplpodcast](http://feeds.feedburner.com/bplpodcast). January 3, 2007.

ESA. *Essential Facts About the Computer and Game Industry*. 2006. [www.theesa.com/archives/files/Essential%20Facts%202006.pdf](http://www.theesa.com/archives/files/Essential%20Facts%202006.pdf). January 3, 2007.

Gunn, Moira. "Dr. Henry Jenkins: Video Games and Education." *Tech Nation*. March 15, 2005. [www.itconversations.com/shows/detail435.html](http://www.itconversations.com/shows/detail435.html). January 3, 2007.

Helmrich, Erin and Eli Neiburger. "Video Games as a Service: Hosting Tournaments at your library." *VOYA*, 27 (6) 450-453. [pdfs.voya.com/VOYA2/VOYA200502VideoGames.pdf](http://pdfs.voya.com/VOYA2/VOYA200502VideoGames.pdf). January 3, 2007.

Jenkins, Henry. "Reality Bytes: Eight Myths About Video Games Debunked." *The Video Game Revolution*. [www.pbs.org/kcts/videogamerevolution/impact/myths.html](http://www.pbs.org/kcts/videogamerevolution/impact/myths.html). January 3, 2007.

Lenhart, Amanda et al. "Family, Friends & Community. Pew Internet & American Life Project. July 2005. [www.pewinternet.org/PPF/r/162/report\\_display.asp](http://www.pewinternet.org/PPF/r/162/report_display.asp). January 3, 2007.

Gallaway, Beth et al. *Game On: Games in Libraries*. [libgaming.blogspot.com](http://libgaming.blogspot.com). January 3, 2007.

Gallaway, Beth and Alissa Lauzon. "I Can't Dance Without Arrows: Getting Active @ your library with video game programs." *YALS*, Summer 2006. pp. 20-25.

McGraw, T., Burdette, K., & Chadwick, K. (June, 2005). *The Effects of a Consumer-Oriented Multimedia Game on the Reading Disorders of Children with ADHD*. Paper presented at DIGRA 2005, Simon Fraser University, Burnaby, BC, Canada. Available at [www.gamesconference.org/digra2005/viewabstract.php?id=370](http://www.gamesconference.org/digra2005/viewabstract.php?id=370)

McLester, Susan. "Game Plan." *Technology & Learning*. 26: 4 November 2005. 20-24.

McLester, Susan. "Game Plan: Student Gamecraft." *Technology & Learning*, 26: 3. October 2005. 18-26.

Scalzo, John. "The Video Game Librarian: Book 'Em." *Gaming Target*. August 10, 2005. [www.gamingtarget.com/article.php?artid=3982](http://www.gamingtarget.com/article.php?artid=3982). January 3, 2007.

Scalzo, John. GameFest at the Bloomington Public Library. *Gaming Target*. [www.gamingtarget.com/article.php?artip=4579](http://www.gamingtarget.com/article.php?artip=4579). January 3, 2007.

Squire, Kurt and Constance Steinkuehler. "Meet the Gamers: They Research, Teach, Learn, and Collaborate. So far, without libraries." *Library Journal*, April 15, 2005 v130 i7 p38(4). [www.libraryjournal.com/article/CA516033.html](http://www.libraryjournal.com/article/CA516033.html). January 3, 2007.

Whelan, Debra Lau. "Let the Games Begin! Researchers say that computer games are crucial to learning--and about to hit schools in a big way." *School Library Journal*. Vol 51 no 4. April 1, 2005. [www.schoollibraryjournal.com/article/CA514020.html](http://www.schoollibraryjournal.com/article/CA514020.html). January 3, 2007.

Wilson, Heather. (2005). "Gaming for Librarians: An Introduction." *VOYA* 27 (6): 446-4449. [pdfs.voya.com/VO/YA2/VOYA200502YA101.pdf](http://pdfs.voya.com/VO/YA2/VOYA200502YA101.pdf). January 3, 2007.

Wolfwater, Meredith, et al. "Gaming." *Library Successes: A Best Practices Wiki*. [www.libsuccess.org/index.php?title=Gaming](http://www.libsuccess.org/index.php?title=Gaming). January 3, 2007.

Yang, S.P. Graham, G. (2005). Project GAME (Gaming Activities for More Exercise). *Research Quarterly for Exercise and Sport*, 76 (1 Suppl) A-96.