

Literary Gaming

By Astrid Ensslin

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Astrid Ensslin is the author of Literary Gaming (2.80 avg rating, 5 ratings, 1 review, published 2014), The Language of Gaming (3.33 avg rating, 6 rating
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Astrid Ensslin is Professor of Digital Communication and Culture in the School of (UK). Her main publications include Literary Gaming, The Language of
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Astrid Ensslin, Bangor University Literary Gaming is placed within the burgeoning fields of digital-born literature and indie/art game Ensslin, Astrid
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View Astrid Ensslin's business profile as Executive Board Member at Digital Games Research Association and see work history, affiliations and more.
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DiGRA2015 - May 15th - KEYNOTE Astrid Ensslin "Videogames as Unnatural Narratives" Astrid Ensslin is a Professor of Digital Culture and Communication at Bangor
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http://www.bangor.ac.uk/creative_industries/research/proj_dc.php.en

Literary Gaming Monday, and explains how reading and gaming are converging and clashing in literary games and gaming. Astrid Ensslin at
<http://literarygaming.blogspot.co.uk/>

The latest Tweets from AEnsslin (@AstridEnsslin). Professor, Bangor University; interested in Digital Humanities, Digital Literature (esp. fiction), literary gaming
<https://twitter.com/AstridEnsslin>

In this book, Astrid Ensslin examines literary videogames hybrid digital artifacts that have elements of both games and literature, combining the ludic and the
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In The Language of Gaming, Astrid Ensslin combines she considers what she calls literary games, games that combine rules and literary arts to encourage
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By Astrid Ensslin in Electronic Literature and Computer Games. Literary Gaming'. It studies the creative interface between digital literature and
http://www.academia.edu/1486841/Literary_gaming_between_ludic_digital_fiction_and_literary_computer_games

Astrid Ensslin Professor at the To read about my reflections and my work on literary gaming and digital fiction, visit my blog or follow me on Twitter @AstridEnsslin.
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Literary Gaming by Astrid Ensslin steps over the tired question of whether video games are art. Instead, it sketches the contours of a specific type of digital game
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