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# Bernard Perron

**Works**

Perron, Bernard, and Dominic Arsenault. "6. In the Frame of the Magic Cycle: The Circles of Gameplay." *The Video Game Theory Reader 2.* Ed. Bernard Perron and Mark J. P. Wolf. New York and London: Taylor and Francis-Routledge, 2009. 109-31.\*

<https://www.taylorfrancis.com/books/e/9780203887660/chapters/10.4324/9780203887660-12>

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Perron, Bernard, and Mark J. P. Wolf, eds. *The Video Game Theory Reader 2.* New York and London: Taylor and Francis-Routledge, 2008.

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<http://books.google.es/books?id=ckKTAgAAQBAJ>

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**Edited works**

*The Video Game Theory Reader 2:*

Arsenault, Dominic, and Bernard Perron. "6. In the Frame of the Magic Cycle: The Circles of Gameplay." *The Video Game Theory Reader 2.* Ed. Bernard Perron and Mark J. P. Wolf. New York and London: Taylor and Francis-Routledge, 2009. 109-31.\*

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