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# Videogames

General

Miscellaneous

Specific

**General**

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See also Computer games; Games and Play.

**Specific games**

***Abscondita Sapientia***

***Alone in the Dark***

***Amnesia***

***Assassin's Creed***

Téllez Alarcia, Diego, and Diego Iturriaga Barco. "Videojuegos y aprendizaje de la historia: La saga *Assassin's Creed." Contextos Educativos* 17 (2014): 145-55.\*

Films

*Assassin's Creed.* Dir. Justin Kurzel. Based on the videogame series *Assassin's Creed.* Cast: Michael Fassbender, Marion Cotillard, Jeremy Irons, Charlotte Rampling, Brendan Gleeson. USA, 2016.

***Bloons Tower Defence***

***Call of Duty***

Molina Pos, Juan Ramón. "Interactuando con el miedo: Terrorismo internacional y armas de destrucción masiva en la trilogía *Call of Duty: Modern Warfare* y *Battlefield 3."* In *La década del miedo: Dramaturgias audivisuales pos-11 de septiembre.* Ed. Marta Fernández Morales. Bern: Peter Lang, 2013. 153-84.\*

***Dota 2***

***Dragon Age II***

Thorbjargardóttir, Borghildur. "The Illusion of Choice: Interactive Narration in *Dragon Age II."* BA diss. U of Iceland, 2017.\*

 <https://skemman.is/bitstream/1946/27128/1/Borghildur%C3%9Eorbjargard%C3%B3ttir-BA-IllusionOfChoice-2017.pdf>

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***Fallout 3***

McDaniel, Rudy, Stephen M. Fiore and Denise Nicholson. "Chapter 2: Serious Storytelling: Narrative Considerations for Serious Game Researchers and Developers." From *Serious Game Design and Development: Technologies for Training and Learning.* Ed. Jan Cannon-Bowers and Clint Bowers (both U of Central Florida). Hershey (PA) and New York: IGI Global – Information Science Reference, 2010. 13-30.\* (*Fallout 3*).

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***Final Fantasy***

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***Game of Thrones***

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***God of War***

Ciccoricco, David. "Games of Interpretation and a Graphophiliac God of War." In *Intermediality and Storytelling.* Ed. Marina Grishakova and Marie-Laure Ryan. Berlin and New York: De Gruyter, 2010. 232-57.\* (*God of War* videogame).

***The Last of Us***

***Medal of Honor***

Video

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 <https://youtu.be/PgCfQfU0jzA>

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***Myst***

Internet resources

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***Planescape Torment***

***Silent Hill***

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***Silent Hill 2***

Nae, Andrei. "Immersion at the Intersection of Technology, Subjectivity, and Culture: An Analysis of *Silent Hill 2." Acta Univ. Sapientiae: Film and Media Studies* 13 (2016): 7-19.\*

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***The Stanley Parable***

Schubert, Stefan. "Playing with (Meta)Fictionality and Self-Reflexivity in the Video Game *The Stanley Parable*." In *Fictionality, Factuality, and Reflexivity Across Discourses and Media.* Ed. Erika Fülöp et al. Berlin and Boston: de Gruyter, 2021. 212-28.\*

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***Tomb Raider***

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***World of Warcraft***

Banks, Jaime. "Human-Technology Relationality and Self-Network Organization: Players and Avatars in *World of Warcraft."* Ph.D. diss. Colorado State U, 2013.\*

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