

## Contents

---

Prologue.....	ix	
<b>Part 1</b>	<b>COMPUTER GAME GENRES</b>	<b>1</b>
Chapter 1: Introduction.....		3
Chapter 2: Symbolic form.....		9
Chapter 3: Symbolic process.....		15
Chapter 4: Intrinsic form.....		23
Chapter 5: Derivative forms.....		31
<b>Part 2</b>	<b>PLAY AS SEMIOSIS</b>	<b>49</b>
Chapter 6: Generic form .....		51
Chapter 7: Semiotic conditions .....		57
<b>Part 3</b>	<b>INTERACTIVITY</b>	<b>71</b>
Chapter 8: Interactivity.....		73
Chapter 9: Defining interactivity .....		81
Chapter 10: Valuing interactivity .....		87
<b>Part 4</b>	<b>INTERACTIVE PLAY</b>	<b>95</b>
Chapter 11: The phenomena of computer game play ..		97
Chapter 12: <i>Might and Magic</i> .....		113
Chapter 13: <i>Civilization</i> .....		131
<b>Part 5</b>	<b>CONCLUSIONS</b>	<b>149</b>
Chapter 14: Summary and implications.....		151
Epilogue.....		163
Appendix: Definitions of terms.....		165
Notes.....		167
Bibliography.....		185
Index.....		193

