

Federico Alvarez Igarzábal
Time and Space in Video Games

The series is edited by Gundolf S. Freyermuth and Lisa Gotto.

Federico Alvarez Igarzábal is a postdoctoral researcher at the Institute for Frontier Areas of Psychology and Mental Health. His research interests are time perception, video games, philosophy of art, and the aesthetics of play.

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Time and Space in Video Games

A Cognitive-Formalist Approach

[transcript]

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