

Federico Alvarez Igarzábal, Michael S. Debus, Curtis L. Maughan (eds.)
Violence | Perception | Video Games

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

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Michael S. Debus conducted his PhD research as part of the Making Sense of Games project at the Center for Computer Games Research at the IT University of Copenhagen from 2016-2019. His research focuses on the analysis and synthesis of existing game ontologies into a clearer terminology for the study of games. He has published papers about the ontology of navigation in video-games and metagames.

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FEDERICO ALVAREZ IGARZÁBAL,
MICHAEL S. DEBUS, CURTIS L. MAUGHAN (EDS.)

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New Directions in Game Research.

Young Academics at the Clash of Realities 2017-2018

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