

References

- Aarseth, E. (2004) "Genre Trouble", in: Wardrip-Fruin, N. and Harrigan, P. (eds.) *First Person: New Media as Story, Performance, and Game*. Cambridge, MA: MIT Press, 45-55.
- (1997) *Cybertext: Perspectives on Ergodic Literature*. Baltimore: JHU Press.
- Alexander, L. (2016) "It's Time For a New Kind of Power Fantasy", *How we get to next*. Available at: <https://howwegettonext.com/its-time-for-a-new-kind-of-power-fantasy-a5ff23b2237f>, last accessed 28/3 2017.
- Andersen K et al. (2003) "Playing Games in the Emotional Space". In: Blythe, A. et al (eds.) *Funology: From Usability to Enjoyment*. Kluwer Academic Publishers, 1-13.
- Anthropy, A. (2012) *Rise of The Videogame Zinesters. How Freaks, Normals, Amateurs, Artists, Dreamers, Drop-outs, Queers, Housewives, and People Like You Are Taking Back an Art Form*. New York: Seven Stories Press.
- Aries, P. (2013[1974]) *The Hour of Our Death*, Kindle ed: Vintage (2nd ed) Attig, T. (2004) "Disfranchised Grief Revisited: Discounting Hope and Love", *OMEGA* 49(3), 197-215.
- Bargas-Avila, J.A. and Hornbæk, K. (2011) "Old Wine in New Bottles or Novel Challenges? A Critical Analysis of Empirical Studies of User Experience", CHI 11 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 2689-2698.

- Bauman, Z. (1991) *Modernity and Ambivalence*. Cambridge: Polity Press.
- Begy, J. (2013) “Experiential Metaphors in Abstract Games”, in Mäyrä, F. et al (eds.) *Transactions of the Digital Games Research Association*, 1(1).
- Benioff, D. and Weiss, D.B. (2011-) *Game of Thrones*. HBO.
- Berger, J. (2008[1972]) *Ways of Seeing*, Kindle ed. Penguin.
- Berger, J. (2014) “Hear, Here - Invite Music of Memories”, in: Neimeyer, R.A. and Thompson, B. (eds.) *Grief and the Expressive Arts. Practices for Creating Meaning*. Kindle ed. Routledge.
- Bierstadt, A. (1875) *Mount Adams, Washington*. Princeton University Art Museum. Oil paint.
- BioWare (2003) *Star Wars: Knights of the Old Republic*. LucasArts: Windows.
- Boehner, K. et al. (2005) “Affect: From Information to Interaction”, Proceedings of the 4th decennial conference of critical computing. ACM Press, 59-68.
- Boehner, K. et al (2007) “How emotion is made and measured”. *International Journal of Human-Computer Studies* 65. Elsevier, 275-291.
- Boellstorff, T. et al (2012) *Ethnography in Virtual Worlds: A Handbook of Method*. New Jersey: Princeton University Press.
- Bogost, I. (2007) *Persuasive Games*. Cambridge: MIT Press.
- Bonanno, G. and Kaltman, S. (2001) “The Varieties of Grief Experience”, *Clinical Psychology Review* 21(5), 705 -734.
- Boroditsky, L. (2000) “Metaphoric structuring: Understanding time through spatial metaphors”, *Cognition* 75, 1-28.
- Bowlby, J. (1969[1981]) “Attachment and loss”, *Vol. 3: Loss: Sadness and Depression*. Harmondsworth: Penguin Books.
- Bowlby, J., and Parkes, C.M. (1970) “Separation and loss within the family”, in: Anthony, E.J. (ed.) *The child in his family* New York: Wiley, 197-216.
- Bradbury, M. (1999) *Representations of Death. A Social Psychological Perspective*. London: Routledge.

- Bullfrog Productions (1997) *Theme Hospital*. Electronic Arts: Windows.
- Burch, A. (2007) "Passage, the greatest five-minute-long game ever made", *Destructoid*. Available at : <https://www.destructoid.com/passage-the-greatest-five-minute-long-game-ever-made> 58961.phtml, last accessed 24/5/2017.
- Burn, A. and Schott, G. (2004) "Heavy Hero or Digital Dummy: multimodal player-avatar relations in FINAL FANTASY 7", *Visual Communication* 2(3), 213-233.
- Cezanne, P. (c. 1860) *Kiss of the Muse*. Musée d'Orsay Paris. Oil paint.
- Chodorow, N. (1978) *The reproduction of mothering: psychoanalysis and the sociology of gender*. Berkeley/Los Angeles: University of California Press.
- Clewell, T. (2004) "Mourning Beyond Melancholia: Freud's Psychoanalysis of Loss", *JAPA* 52(1), 43-67.
- Code, B. (2016) "Video Games Are Boring", *gamesindustry.biz*. Available at: <http://www.gamesindustry.biz/articles/2016-11-07-video-games-are-boring>, last accessed 28/3 2017.
- Core Design (1996-) *Tomb Raider*. Eidos Interactive: PlayStation.
- Davies, L. (2014) "Drawing on Metaphor", in: Neimeyer, R.A. and Thompson, B. (eds.) *Grief and the Expressive Arts. Practices for Creating Meaning*. Kindle ed. London/New York: Routledge.
- Davies, R. (2004) "New understandings of parental grief: literature review, *Integrative literature reviews and meta-analyses*. Blackwell publishing, 506-513.
- Deep Games Laboratory (2017) *Soteria*. CDM DePaul University Chicago. Available at: <https://deepgameslab.com/projects/soteria>.
- DMA Design (2001) *Grand Theft Auto III*. Rockstar Games: PlayStation 2.
- Doka, K. (ed. 2002) *Disenfranchised grief: New directions, challenges, and strategies for practice*. Champaign, IL: Research Press.
- Dovey, J. and Kennedy, H. W. (2006) *Game Cultures: Computer Games As New Media*. Berkshire, UK: McGraw- Hill International.

- Edge* (eds. 2003) "The making of: Final Fantasy VII", 108-113.
- Ellison, C. (2013) "Hands on: Shelter", *Rock, Paper, Shotgun*. Available at: <https://www.rockpapershotgun.com/2013/07/26/hands-on-shelter>. Last accessed 7/8 2018.
- Fagone, J. (2008) "The Video-Game Programmer Saving Our 21st-Century Souls", *Esquire*. Available at: <http://www.esquire.com/news-politics/a5303/future-of-video-game-design-1208/>. Last accessed 7/8 2018.
- Field, N.P. (2005) "Continuing Bonds in Bereavement: An Attachment Theory Based Perspective", *Death Studies* 29, 277-299.
- Flanagan, M. (2009) *Critical Play. Radical Game Design*. Boston: MIT Press.
- Foster, T.L. et al. (2011) "Comparison of Continuing Bonds Reported by Parents and Siblings After a Child's Death from Cancer", *Death Studies* 35(5), 420-440.
- Freeman, D. (2004) "Creating Emotion in Games: The Craft and Art of Emotioneering", *ACM Computers in Entertainment* 2(3).
- Friar, Stephen (1987). *A New Dictionary of Heraldry*. London: Alphabooks/A & C Black, 173.
- Fullerton, T. (2008) *Game Design Workshop. A Playcentric Approach to Creating Innovative Games*. 2nd ed. Amsterdam: Elsevier.
- Gambit Game Lab (2009) *Elude*. Windows.
- Game Lab (2008) *Akrasia*. Windows.
- Gaver, W., Beaver, J. and Benfort, S. (2003) "Ambiguity as a Resource for Design", *CHI 2003: New Horizons* 5(1), 233-240.
- Gaver, W. et al. (1999) "Cultural probes", *Interactions* 6(1), 21-29.
- Gibbs, M. et al. (2012) "Tombstones, Uncanny Monuments and Epic Quests: Memorials in World of Warcraft", *Game Studies* 12(1). Available at: http://gamestudies.org/1201/articles/gibbs_martin, last accessed 29/3 2017.
- Gorer, G. (1960) "The pornography of death", in: Stein, M., Viich, A., and Manning White, D. (eds) *Identity and Anxiety: Survival Of The Person In Mass Society*. New York: The Free Press.

- Grant, J.P. (2011) "Life after Death", *Killscreen*. Available at: <https://killscreen.com/articles/life-after-death/>, last accessed 28/3 2017.
- Grimm, J. and Grimm, W. (eds. 1812) "Snow White" in: *Grimm's Fairy Tales*.
- (eds. 1812) "Cinderella" in: *Grimm's Fairy Tales*.
- (eds. 1812) "Little Red Riding Hood" in: *Grimm's Fairy Tales*.
- Grossman, D. (2007) "You gotta try Passage", *laist*. Available at: http://laist.com/2007/12/04/you_gotta_try_p.php, last accessed 2/1 2017.
- Gygax, G. and Arneson, D. (1974) *Dungeon and Dragons*. Tactical Studies Rules, Inc: Tabletop role-playing game.
- Hall, C. (2014) "Call of Duty: Press X to feel something", *Polygon*. Available at: <https://www.polygon.com/2014/11/4/7151865/call-of-duty-press-x-to-mourn>, last accessed 7/8 2018.
- Harrer, S. (2013) "From Losing to Loss: Exploring the Expressive Capacities of Videogames Beyond Death as Failure", *Culture Unbound* 5(4), 607-620.
- Harrison, S. et al (2007) "The Three Paradigms of HCI", *Proceedings of the Conference on Human Factors in Computing Systems*.
- Hernandez, P. (2014) "The Games At E3 Sure Had A Lot Of Dudes (Like Always)", *Kotaku*. Available at: <http://kotaku.com/the-games-at-e3-2014-sure-had-a-lot-of-dudes-like-alwa-1589946384>, last accessed 7/8 2018.
- Hofstede, P. and Verbon, K. (2001) "Pink vs. Blue", *GDC Europe*. Available at: <http://www.gdcvault.com/play/1014900/Game-Design-Battles-Pink-vs>, last accessed 28/3 2017.
- Hoonhout, H. C. M. (2008) "Let the game tester do the talking: Think aloud and interviewing to learn about the game experience", in: Isbister, K and Schaffer, N. (eds.) *Game Usability: Advancing the Player Experience*. Boca Rotan: CRC Press, 65 – 77.
- Horst, W. et al. (2004). "Designing probes for empathy with families", *Proceedings of the conference on Dutch Directions in HCI*.

- Hunicke, R. et al. (2004) "MDA: A Formal Approach to Game Design and Game Research", Proceedings of the AAAI Workshop on Challenges in Game AI.
- id Software (1993) *Doom*. GT Interactive: MS-DOS.
- (1996) *Quake*. GT Interactive: MS-DOS.
- Ingraham, C. (2005) *Thinking Straight: The Power, Promise, and the Paradox of Heterosexuality*. New York/London: Routledge.
- Isbister, K. (2006) *Better Game Characters by Design: A Psychological Approach*. Amsterdam: Morgan Kaufmann Publishers.
- Izod, J. and Dovalis, J. (2014) *Cinema as Therapy: Grief and transformational film*. London/New York: Routledge.
- Jenssen, M. (2012) "Functional Lighting", *World of Level Design*. Available at: http://www.worldofleveldesign.com/categories/world-members-tutorials/magnar_jenssen/functional-lighting-magnar-jenssen.php, last accessed 7/8 2018.
- Juul, J. (2005) *Half-Real: Video Games between Real Rules and Fictional Worlds*. Cambridge: The Massachusetts Institute of Technology Press.
- Kajakklubben (2017) *Overcoming*. MacOS.
- Kaplan, E.A. (2013[1992]) *Motherhood and Representation: The Mother in Popular Culture and Melodrama*. Kindle ed. Routledge.
- Kennedy, H. (2002) "Lara Croft: Feminist Icon or Cyberbimbo?" *Game Studies* 2(2). Available at: <http://www.gamestudies.org/0202/kennedy/>, last accessed 28/3 2017
- Keogh, B. (2014) "Across Worlds and Bodies: Criticism in the Age of Video Games" *Journal of Games Criticism* 1(1), 1-26.
- Khaled, R. (2012) "Muse-Based Game Design", Proceedings of DIS. ACM Press, 721-730.
- Khaled, R. and Vasalou, A. (2014) "Bridging serious games and participatory design", *International Journal of Child-Computer Interaction* 2(2), 93-100.
- Kirmayer, L.J. (2007) "Failures of Imagination: The Refugee's Predicament". In: Kirmayer, L. et al. (eds.) *Understanding*

- Trauma: Integrating Biological, Clinical, and Cultural Perspectives*. Cambridge: Cambridge University Press, 363-381.
- Klass, D. (1993) "The inner representation of the dead child and the worldview of bereaved parents", *OMEGA* 26(4), 255-272.
- Klein, M. (1994[1940]) "Mourning and Its Relation to Manic-Depressive States", in: Frankiel, R.V. (ed.) *Essential Papers on Object Loss*. London and New York: New York University Press, 95-122.
- Koster, R. (2007) "*Passage*, the latest art game hit". Available at: [https:// www.raphkoster.com/2007/12/07/passage-the-latest-art-game-hit](https://www.raphkoster.com/2007/12/07/passage-the-latest-art-game-hit), last accessed 23/3 2017.
- Kress, GR, and van Leeuwen, T. (2006) *Reading Images: The Grammar of Visual Design*. 2nd ed. London/New York: Routledge.
- Kübler-Ross, E. (2011[1970]) *On Death and Dying. What the Dying Have to Teach Doctors, Nurses, Clergy, And Their Own Families*. Kindle ed. Simon and Schuster.
- Lakoff, G. and Johnson, M. (1980) *Metaphors We Live By*. Chicago: CUP.
- Lange-Nielsen, F. et al. (2012) "Involving Players Earlier in the Game Design Process using Cultural Probes". Proceedings of the Fun And Games '12 Conference. ACM Press, 45-54.
- Lawley, J. and Tompkins, P. (2000) *Metaphors in Mind. Transformation through Symbolic Modelling*. The Developing Company Press.
- Levine, S. (2014) "*Poiesis*, Praise and Lament: Celebration, Mourning and the "Architecture" of Expressive Grief Therapy", in: Neimeyer, R.A. and Thompson, B. (eds.) *Grief and the Expressive Arts. Practices for Creating Meaning*. Kindle ed. London/New York: Routledge.
- Lindemann, E. (1944) "Symptomatology and Management of Acute Grief", *American Journal of Psychiatry*, 101, 141-148.
- Lindley, C.A. (2002) "The Gameplay Gestalt, Narrative, and Interactive Storytelling", Proceedings of the Computer Games and

- Digital Cultures Conference. Tampere: Tampere University Press, 203-215.
- Löwgren, J. (1995) "Applying Design Methodology to Software Development". Proceedings of the 1st conference on Designing interactive systems: processes, practices, methods & techniques. ACM Press, 87-95.
- Mahler, G. (1898) *First Symphony "Titan"*, Hamburg.
- Maita, A. (1996) *Tamagotchi*. Bandai. Toy.
- Mallon, B. (2007) *Dying, Death and Grief: Working with Adult Bereavement*. London: Sage.
- Manet, E. (1863) *Olympia*. Musée d'Orsay Paris. Oil paint.
- Maxis (2012-) *The Sims*. Electronic Arts: Windows.
- May, A. et al. (2014) "Fraternal Feelings: How *Brothers: A Tale of Two Sons* Affects Players Through Gameplay", *IEEE*.
- McDonald, P.D. (2012) "Playing Attention: A psychoanalytic reading of Game Mechanics in *Ico*", *Loading... The Journal of the Canadian Game Studies Association* 6(9), 36-52.
- McGuinness, B. (2014) "The Six-Part Story-Making Method", in: Neimeyer, R.A. and Thompson, B. (eds.) *Grief and the Expressive Arts. Practices for Creating Meaning*. Kindle ed. London/New York: Routledge.
- Meer, A. (2007) "Time Goes By", *Rock, Paper Shotgun*. Available at: <https://www.rockpapershotgun.com/2007/12/07/time-goes-by>, last accessed 7/8 2018.
- Might and Delight (2013) *Shelter*. MacOS.
- (2015) *Shelter 2*. MacOS.
- mtvU (2009) *Darfur is Dying*. Available at: <http://www.darfurisdying.com>, last accessed 28/3 2017.
- Mulvey, L. (1999) "Visual Pleasure and Narrative Cinema", in: Braudy, L. and Cohen, M. (eds.) *Film Theory and Criticism: Introductory Readings*. New York: Oxford University Press, 833-844.
- Murray, J. (1997) *Hamlet on the Holodeck. The Future of Narrative in Cyberspace*. Massachusetts: MIT Press.

- Naughty Dog (1996) *Crash Bandicoot*. Sony Computer Entertainment: PlayStation.
- Neimeyer, R. et al. (2009) "Grief Therapy and the Reconstruction of Meaning: From Principles to Practice", *Journal for Contemporary Psychotherapy* 40(2), 73-83.
- (2000) "Searching for the Meaning of Meaning: Grief Therapy and the Process of Reconstruction", *Death Studies* 24, 541-558.
- Neimeyer, R.A. and Thompson, B. (2014) "Meaning Making and the Art of Grief Therapy", in: *Grief and the Expressive Arts. Practices for Creating Meaning*. Kindle ed. London/New York: Routledge.
- Newman, J. (2002) "The myth of the Ergodic Videogame: Some thoughts on player-character relationships in videogames", *Game Studies* 2(1). Available at: <http://www.gamestudies.org/0102/newman/>, last accessed 28/3/2017.
- Nintendo (1992) *Super Mario Kart*. SNES.
- Oliu, B. (2014) "Living inside and outside Jason Rohrer's *Passage*". *Music & Literature*. Available at: <http://www.musicandliterature.org/features/2014/2/27/jason-rohrers-passage>, last accessed 28/3 2017.
- Origin Systems (1989) *Ultima Trilogy*. DOS.
- Pajitnov, A. (1984) *Tetris*. Sega: NES.
- Packman, W. et al (2006) "Sibling Bereavement and Continuing Bonds", *Death Studies* 30(9), 817-841.
- Parkes, C.M. (2010) "Grief: Lessons from the Past, Visions for the Future", *Psychologica Belgica* 50, 1&2, 7-26.
- Pichlmair, M. and Kayali, F. (2007) "Levels of Sound: On the Principles of Interactivity in Music Video Games", Proceedings of DiGRA: Situated Play.
- Poole, S. (2000) *Trigger Happy: Videogames and the Entertainment Revolution*. Available at: <https://stevenpoole.net/trigger-happy/>, last accessed 27/3 2017.
- Potash, J. S. and Ho, R. (2014) "Expressive Therapies for Bereavement", in: Thompson, B. and Neimeyer, R. (eds.) *Grief and*

- the Expressive Arts: Practices for Creating Meaning*. Kindle ed. London/New York: Routledge.
- Psygnosis (1995) *wipEout*. PlayStation.
- Quantic Dream (2010) *Heavy Rain*. Sony Computer Entertainment: PlayStation3.
- Raitt, Jill (1980) "The 'Vagina Dentata' and the 'Immaculatus Uterus Divini Fontis'" *Journal of the American Academy of Religion* 48.3, 415-431.
- Rando T.A. (ed, 1986) *Parental Loss of a Child*. Champaign: Research Press.
- (1984). *Grief, dying, and death*. Champaign: Research Press.
- Reed, E. (2016) "Mouse Power", in: Jellicoe, Z. (ed.) *Critical Hits: An Indie Gaming Anthologie*. bookpress.eu, 110-119.
- Rocksteady Studios (2011) *Batman:Arkham City*. Warner Bros. Interactive: PlayStation3.
- Rohrer, J. (2007) *Passage*. MacOS.
- Rosenblatt, P. and Bowman, T. (2013) "Alternative approaches to conceptualising grief: A conversation", *Bereavement Care* 32(2), 82-85.
- Rosof, B. (2014[1994]) *The worst loss: How families heal from the death of a child*. Kindle ed. Holt Paperbacks.
- Rousse, T. (2012) "On Ruining Dear Esther", *Oh No Video Games*. Available at: <http://ohnovideogames.com/on-ruining-dear-esther>, last accessed 15/3 2017.
- Rubin, S. (1999) "The Two-Track Model of bereavement: Overview, retrospect, and prospect", *Death Studies* 23, 681-714.
- Rusch, D.C. (2009) "Mechanisms of the Soul: Tackling the Human Condition", Proceedings of DiGRA: Videogames, Breaking New Ground: Innovation in Games, Play, Practice and Theory.
- (2017) *Making Deep Games: Designing Games with Meaning and Purpose*. Kindle ed. Boca Raton, Florida: CRC Press.
- Rusch, D.C. and Rana, A. (2014) "For the Records - Learning About Mental Illness", Proceedings for GLS 10 Madison, 360-370.

- Salgado, F. (2013) "Shelter shows life as lovely, brutish, and short", *Killscreen*. Available at: <https://killscreen.com/articles/shelter-shows-life-lovely-brutish-and-short/>, last accessed 28/3 2017.
- SIE Japan Studio (2001) *Ico*. Sony Computer Entertainment: PlayStation2.
- SCE Santa Monica Studio (2007) *God of War II*. Sony Computer Entertainment: PlayStation2.
- Schleiner, A. (2001) "Does Lara Croft Wear Fake Polygons? Gender and Gender- Role Subversion in Computer Adventure Games", *Leonardo* 34(3), 221-226.
- Schreier (2012) "The Real Reason Aeris's Death Made You Cry", *Kotaku*. Available at: <http://kotaku.com/5904337/the-real-reason-aeris-death-made-you-cry>, last accessed 27/3 2017.
- Sengers, P. and Gaver, B. (2006) "Staying open to interpretation: Engaging multiple meanings in design and evaluation", *Proceedings DIS '06*. New York: ACM Press, 99-108.
- Sengers, P. et al. (2004) "Culturally Embedded Computing", *IEEE Pervasive Computing* 3(1), 14-21.
- Shaw, A. (2013) "On Not Becoming Gamers: Moving Beyond the Constructed Audience", *ADA Journal of Gender, New Media and Technology* 2. Available at: <https://adanewmedia.org/2013/06/issue2-shaw/>, last accessed 6/8 2018.
- (2014) *Gaming at the Edge: Sexuality and Gender at the Margin of Gamer Culture*. Minnesota: University of Minnesota Press.
- Shear, K. and Shair, H. (2005) "Attachment, Loss, and Complicated Grief", *Developmental Psychobiology* 47(3), 253–267.
- Shigeru Miyamoto (1985) *Super Mario Bros*. Nintendo: NES.
- Siegel, J. (2007) "Passage is a lifetime in five minutes", *engadget*. Available at: <https://www.engadget.com/2007/12/11/passage-is-a-lifetime-in-five-minutes/>, last accessed 28/3 2017.
- Silver, R.L. and Wortman, C.B. (1980) "Coping with Undesirable Life Events", in: Garbner, J. and Seligman, M.E.P. (eds.) *Human helplessness*. New York: Academic Press, 279-375.

- Silverman, P. and Klass, D. (1996) "Introduction: What's the Problem?" in: Silverman, P. et al. (eds.) *Continuing Bonds: New Understandings of Grief*. Kindle ed. London/New York: Routledge.
- Sledgehammer Games (2014) *Call of Duty: Advanced Warfare*. Activision: Xbox360.
- Smethurst, T. (2015) *Playing with Trauma in Video Games: Interactivity, Empathy, Perpetration* (doctoral dissertation).
- Spice Girls (1996) *2 Become 1*. Virgin.
- Square (1997) *Final Fantasy VII*. Sony Computer Entertainment: PlayStation.
- Starbreeze Studios (2013) *Brothers: A Tale of Two Sons*. 505 Games: Xbox 360.
- Stepakoff, S. (2014) "Graphopoetic Process", in: Neimeyer, R.A. and Thompson, B. (eds.) *Grief and the Expressive Arts. Practices for Creating Meaning*. Kindle ed. London/New York: Routledge.
- Stover, C. (2013) "Damsels and Heroines: The Conundrum of the Post-Feminist Disney Princess", *LUX: A Journal of Transdisciplinary Writing and Research from Claremont Graduate University* 2(1). Available at: <http://scholarship.claremont.edu/lux/vol2/iss1/29>.
- Strachey, J. (1961) *The Standard Edition of the Complete Psychological Works of Sigmund Freud, Volume XIX (1923-1925): Mourning and Melancholia*. London: The Hogarth Press and the Institute of Psychoanalysis, 243-258.
- (1962) *The Standard Edition of the Complete Psychological Works of Sigmund Freud, Volume XVIII (1920-1922): Beyond the Pleasure Principle. Group Psychology and Other Works*. London: The Hogarth Press and the Institute of Psychoanalysis.
- Stroebe, M. and Schut, H. (1999): "The dual process model of coping with bereavement: Rationale and description", *Death Studies* 23(3), 197-224.
- Swink, S. (2009) *Game Feel: A Game Designer's Guide to Virtual Sensation*. Amsterdam: Elsevier.
- Taito (1978) *Space Invaders*. Midway: Arcade.

- Tale of Tales (2007) *The Path*. TransGaming: MacOS.
- Edmund McMillen (2010) *Super Meat Boy*. Team Meat: Xbox360.
- The Bible*, New James Version (1982) Thomas Nelson publishers.
- The Chinese Room (2012) *Dear Esther*. Curve Digital: Steam.
- Thompson, B. (2003) "The Expressive Arts and the Experience of Loss", *The Forum* 29(2), 1-3.
- Thompson, C. (2008) "Poetic *Passage* Provokes Heavy Thoughts on Life, Death", *Wired*. Available at: <https://www.wired.com/2008/04/gamesfrontiers-421>, last accessed 7/8 2018.
- Tison, A. and Taylor, T. (1973-) *Barbapapa*. Polygram.
- Ubisoft Montreal (2014) *Watch Dogs*. Ubisoft: PlayStation3.
- Umphrey, L.R. and Cacciatore, J. (2014) "Love and Death: Relational Metaphors Following the Death of a Child", *Journal of Relationships Research* 5, 1-8.
- Walker, J. (2013) "Wot I Think: Shelter", *Rock Paper Shotgun*. Available at: <https://www.rockpapershotgun.com/2013/08/29/wot-i-think-shelter/>, last accessed 28/3 2017.
- Wambach, J.A. (1985) "The grief process as a social construct", *OMEGA* 16(3), 201-211.
- Worden J. W. (1982) *Grief Counselling and Grief Therapy: A Handbook for the Mental Health Practitioner*. New York: Springer.
- Wyeth, P. and Diercke, C. (2006) "Designing cultural probes for children", Proceedings of OZCHI 2006 Sydney: Design: Activities, Artefacts and Environments, 385–388.
- Young, E. (2007). "Figures of grief: Metaphors from a bereavement writing group", *OMEGA: Journal of Death and Dying* 56(4), 359–367.

