

MASTERS

HOW TWO GUYS CREATED AN EMPIRE
AND TRANSFORMED POP CULTURE

OF DOOM

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WITH A NEW AFTERWORD BY THE AUTHOR
DAVID KUSHNER

Masters Of Doom How Two Guys Created An Empire And Transformed Pop Culture

Jacqueline Marino, David O. Dowling



Masters Of Doom How Two Guys Created An Empire And Transformed Pop Culture:

Masters of Doom David Kushner, 2003-04-24 *Masters of Doom* is the amazing true story of the Lennon and McCartney of video games John Carmack and John Romero Together they ruled big business They transformed popular culture And they provoked a national controversy More than anything they lived a unique and rollicking American Dream escaping the broken homes of their youth to co create the most notoriously successful game franchises in history Doom and Quake until the games they made tore them apart Americans spend more money on video games than on movie tickets *Masters of Doom* is the first book to chronicle this industry s greatest story written by one of the medium s leading observers David Kushner takes readers inside the rags to riches adventure of two rebellious entrepreneurs who came of age to shape a generation The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace And it shows how they channeled their fury and imagination into products that are a formative influence on our culture from MTV to the Internet to Columbine This is a story of friendship and betrayal commerce and artistry a powerful and compassionate account of what it s like to be young driven and wildly creative To my taste the greatest American myth of cosmogenesis features the maladjusted antisocial genius teenage boy who in the insular laboratory of his own bedroom invents the universe from scratch *Masters of Doom* is a particularly inspired rendition Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio This is a page turning mythopoeic cyber soap opera about two glamorous geek geniuses and it should be read while scarfing down pepperoni pizza and swilling Diet Coke with Queens of the Stone Age cranked up all the way Mark Leyner author of *I Smell Esther Williams* *Masters Of Doom* David Kushner, 2004-05-01

Debugging Game History Henry Lowood, Raiford Guins, 2024-02-06 Essays discuss the terminology etymology and history of key terms offering a foundation for critical historical studies of games Even as the field of game studies has flourished critical historical studies of games have lagged behind other areas of research Histories have generally been fact by fact chronicles fundamental terms of game design and development technology and play have rarely been examined in the context of their historical etymological and conceptual underpinnings This volume attempts to debug the flawed historiography of video games It offers original essays on key concepts in game studies arranged as in a lexicon from Amusement Arcade to Embodiment and Game Art to Simulation and World Building Written by scholars and practitioners from a variety of disciplines including game development curatorship media archaeology cultural studies and technology studies the essays offer a series of distinctive critical takes on historical topics The majority of essays look at game history from the outside in some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games others take on such technological components of games as code and audio Not all essays are history or historical etymology there is an analysis of game design and a discussion of intellectual property but they nonetheless raise questions for historians to consider Taken together the essays offer a foundation for the emerging study of

game history Contributors Marcelo Aranda Brooke Belisle Caetlin Benson Allott Stephanie Boluk Jennifer deWinter J P Dyson Kate Edwards Mary Flanagan Jacob Gaboury William Gibbons Raiford Guins Erkki Huhtamo Don Ihde Jon Ippolito Katherine Isbister Mikael Jakobsson Steven E Jones Jesper Juul Eric Kaltman Matthew G Kirschenbaum Carly A Kocurek Peter Krapp Patrick LeMieux Henry Lowood Esther MacCallum Stewart Ken S McAllister Nick Monfort David Myers James Newman Jenna Ng Michael Nitsche Laine Nooney Hector Postigo Jas Purewal Rene H Reynolds Judd Ethan Ruggill Marie Laure Ryan Katie Salen Tekinba Anastasia Salter Mark Sample Bobby Schweizer John Sharp Miguel Sicart Rebecca Elisabeth Skinner Melanie Swalwell David Thomas Samuel Tobin Emma Witkowski Mark J P Wolf *The Art of Fact in the Digital Age*

Jacqueline Marino, David O. Dowling, 2024-04-18 The Art of Fact in the Digital Age is a showcase of the most powerful and moving journalism of the past 25 years. Selections include stories originally published in established bastions of literary journalism The New York Times The Atlantic and The New Yorker as well as those from specialized and online publications Runner's World The Atavist It features writers of extraordinary style including Carina del Valle Schorske Brian Phillips and Jia Tolentino as well as those who have profoundly influenced public discourse on the 21st century's most urgent issues Mitchell S Jackson Clint Smith and Ta Nehisi Coates on race Susan Dominus and Luke Mogelson on migration and Kathryn Schulz and David Wallace Wells on environmental threats It even includes one story that expanded literary journalism's repertoire into audio This American Life This collection assembled for students scholars and practitioners alike also charts the evolution of digital longform journalism through its greatest achievements from transitioning readers to screens to the integration of multimedia with words in service of meaning The art of fact in the 21st century opened new ranges of expression to address such issues while uniquely bearing the imprint of their generation's digital cultures and technologies Although many forces compete for attention in the digital age story triumphs The works in this anthology show us why

Re: Skin Mary Flanagan, Austin Booth, 2009-01-23 In re:skin scholars essayists and short story writers offer their perspectives on skin as boundary and surface as metaphor and physical reality Dust jacket front flap **Gry Imperium. Globalny kapitalizm i gry wideo** NICK DYER-WITHEFORD, GREIG DE PEUTER, 2019 PRZEK AD Krzysztof Abriszewski Paweł Gaska Adrian Zabielski REDAKCJA NAUKOWA ORAZ NAUKOWE OPRACOWANIE PRZEK ADU Krzysztof Abriszewski i Paweł Gaska Gry wideo z modelowymi mediami zarówno Imperium jak i niektóre się do niego sprzeciwiają taka teza przy wieca Grom Imperium księce czerpie jej garściami z dzieł Micheala Hardta Antonia Negriego Michela Foucaulta Gillesa Deleuza i Felixa Guattariego Jest to pierwsze takie dzieło w którym autorzy za pomocą narzędzi współczesnej myśli krytycznej przyglądają się grom wideo w kontekście kryzysu kapitału kompleksu wojskowo-przemysłowego czy wyzysku pracowników kognitywnych Krytyka jest tu rzetelna napisana przystępnym językiem nie popada nigdy ani w bezpodstawną panikę moralną ani w przesadny technooptymizm W tekście utrzymano równowagę między teorią a empirycznymi przykładami w ramach których znajdują się choćby Full Spectrum Warrior World of Warcraft seria Grand Theft Auto czy konsola Sony Playstation Gry Imperium to księ

ka dla szerokiego grona odbiorców w Krytycy neoliberalnego kapitalizmu znajdą kolejne przykłady jego destrukcyjnego wpływu. Kulturoznawcy i groźnawcy poznają nowe perspektywy z której można na spokojnie spojrzeć na gry wideo. Wreszcie gracze będą mogli w przystępnej formie przeczytać o jasnych i ciemnych stronach tego dla nich medium. Prezentowana książka otwiera nową serię wydawniczą Kultura Współczesności, która ma podjąć trudne zadanie zrozumienia współczesnej kultury w ciekawy sposób. Osoby pracujące nad przekładem czują się zapewne zaniepokojone teoretycznymi aspektami pracy empirycznej. Istotne jest także aby prace tego rodzaju zawierały element krytyczny, który pomoże wydobyc wielowymiarowo otaczający nas świat. Obecnie tych trzech warunków jest wciąż mało, a z tych trzech osobno nie oferuje satysfakcjonujących efektów. W podczas badania teraz nieśmiało ci razem jednak daj szansę ukazania jej w sposób zaskakujący, nowy i inspirujący. Ufam, że każda z publikowanych pozycji wniesie swój wkład w rozumienie kultury naszych czasów. Drugi planowany prac w serii jest przekład książki A Casual Revolution: Reinventing Video Games and Their Players. Jesper Juul, *Thinking about Video Games* David S. Heineman, 2015-08-03. The growth in popularity and complexity of video games has spurred new interest in how games are developed and in the research and technology behind them. David Heineman brings together some of the most iconic, influential and interesting voices from across the gaming industry and asks them to weigh in on the past, present and future of video games. Among them are legendary game designers Nolan Bushnell (Pong) and Eugene Jarvis (Defender) who talk about their history of innovations from the earliest days of the video game industry through to the present; contemporary trailblazers Kellee Santiago (Journey) and Casey Hudson (Mass Effect) who discuss contemporary relationships between those who create games and those who play them; and scholars Ian Bogost (How to Do Things With Videogames) and Edward Castronova (Exodus to the Virtual World) who discuss how to research and write about games in ways that engage a range of audiences. These experts and others offer fascinating perspectives on video games, game studies, gaming culture and the game industry more broadly.

Introduction to Game Analysis Clara Fernández-Vara, 2024-06-03. This accessible third edition textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis. As game studies has become an established academic field, writing about games needs the language and methods that allow authors to reflect the complexity of a game and how it is played in a cultural context. This volume provides readers with an overview of the basic building blocks of game analysis: examination of context, content and distinctive features and formal qualities, as well as the vocabulary necessary to talk about the distinguishing characteristics of a game. Examples are drawn from a range of games, non-digital and digital, and across history from Pong to Fortnite, and the book includes a variety of examples and sample analysis, as well as a wealth of additional sources to continue exploring the field of game studies. This third edition revision brings the book firmly up to date, pulling in new examples and sources and incorporating current key topics in this dynamic field, such as artificial intelligence and game streaming. Introduction to Game Analysis remains an essential practical tool for students who want to become fluent writers and informed critics of games, as well as digital media in general.

New Media Martin Lister, Jon Dovey, Seth Giddings, Iain

Grant, Kieran Kelly, 2008-12-08 *New Media A Critical Introduction* is a comprehensive introduction to the culture history technologies and theories of new media. Written especially for students, the book considers the ways in which new media really are new, assesses the claims that a media and technological revolution has taken place, and formulates new ways for media studies to respond to new technologies. The authors introduce a wide variety of topics including how to define the characteristics of new media, social and political uses of new media, and new communications, new media technologies, politics, and globalization, everyday life, and new media theories of interactivity, simulation, the new media economy, cybernetics, cyberculture, the history of automata and artificial life. Substantially updated from the first edition to cover recent theoretical developments, approaches, and significant technological developments, this is the best and by far the most comprehensive textbook available on this exciting and expanding subject. At www.newmediaintro.com you will find additional international case studies with online references, specially created YouTube videos on machines and digital photography, a new Virtual Camera case study with links to short film examples, useful links to related websites, resources, and research sites, further online reading links to specific arguments or discussion topics in the book, links to key scholars in the field of new media.

The Players Ball David Kushner, 2020-04-21 An engrossing microcosm of the internet's Wild West years. Kirkus Reviews award-winning journalist David Kushner tells the incredible battle between the founder of Match.com and the con man who swindled him out of the website Sex.com, resulting in an all-out war for control for what still powers the internet today: love and sex. In 1994, visionary entrepreneur Gary Kremen used a \$2,500 loan to create the first online dating service, Match.com. Only five percent of Americans were using the internet at the time, and even fewer were looking online for love. He quickly bought the Sex.com domain, too, betting the combination of love and sex would help propel the internet into the mainstream. Imagine Kremen's surprise when he learned that someone named Stephen Michael Cohen had stolen the rights to Sex.com and was already making millions that Kremen would never see. Thus follows the wild, true story of Kremen's and Cohen's decade-long battle for control. In *The Players Ball*, author and journalist David Kushner provides a front seat to these must-read Wild West years online when innovators and outlaws battled for power and money. This cat-and-mouse game between a genius and a con man changed the way people connect forever and is key to understanding the rise and future of the online world. Kushner delivers a fast-paced, raunchy tale of sex, drugs, and dial-up. Publishers Weekly

Playing with Videogames James Newman, 2008-08-18 Pt 1 Videogames as representational systems; pt 2 Videogames as configurative performances; pt 3 Videogames as technology. Unstable Aesthetics Eddie Lohmeyer, 2021-01-28 Throughout the 1990s, artists experimented with game engine technologies to disrupt our habitual relationships to video games. They hacked, glitched, and dismantled popular first-person shooters such as *Doom* (1993) and *Quake* (1996) to engage players in new kinds of embodied activity. In *Unstable Aesthetics*, Game Engines and the Strangeness of Art Modding, Eddie Lohmeyer investigates historical episodes of art modding practices: the alteration of a game system's existing code or hardware to generate abstract spaces situated

around a recent archaeology of the game engine software for rendering two and three dimensional gameworlds The contemporary artists highlighted throughout this book Cory Arcangel JODI Julian Oliver Krista Hoefle and Brent Watanabe among others were attracted to the architectures of engines because they allowed them to explore vital relationships among abstraction technology and the body Artists employed a range of modding techniques hacking the ROM chips on Nintendo cartridges to produce experimental video deconstructing source code to generate psychedelic glitch patterns and collaging together surreal gameworlds to intentionally dissect the engine s operations and unveil illusions of movement within algorithmic spaces Through key moments in game engine history Lohmeyer formulates a rich phenomenology of video games by focusing on the liminal spaces of interaction among system and body or rather the strangeness of art modding *The Eternal Future of the 1950s* Dennis R. Cutchins, Dennis R. Perry, 2023-07-17 Science fiction cinema once relegated to the undervalued B movie slot has become one of the dominant film genres of the 21st century with Hollywood alone producing more than 400 science fiction films annually Many of these owe a great deal of their success to the films of one defining decade the 1950s Essays in this book explore how classic 50s science fiction films have been recycled repurposed and reused in the decades since their release Tropes from Don Siegel s *Invasion of the Body Snatchers* 1956 for instance have found surprising new life in Netflix s wildly popular *Stranger Things* *Interstellar* 2014 and *Arrival* 2016 have clear though indirect roots in the iconic 1950s science fictions films *Rocketship X M* 1950 and *The Day the Earth Stood Still* 1951 and *The Shape of Water* 2017 openly recalls and reworks the major premises of *The Creature From the Black Lagoon* 1954 Essays also cover 1950 s sci fi influences on video game franchises like *Fallout* *Bioshock* and *Wolfenstein* *The Video Game Industry* Peter Zackariasson, Timothy Wilson, 2012-08-21 The Video Game Industry provides a platform for the research on the video game industry to draw a coherent and informative picture of this industry Previously this has been done sparsely through conference papers research articles and popular science books Although the study of this industry is still stigmatized as frivolous and only game oriented those who grew up with video games are changing things especially research agendas the acceptance of studies and their interpretation This book describes and defines video games as their own special medium They are not pinball from which they grew nor movies which they sometimes resemble They are a unique form of entertainment based on meaningful interactions between individuals and machine across a growing sector of the population The Video Game Industry provides a reference foundation for individuals seriously interested in the industry at the academic level As a result this book will serve as a reference in curricula associated with video game development for years to come

Replayed Henry Lowood, 2023-06-06 A leading voice in technology studies shares a collection of essential essays on the preservation of software and history of games Since the early 2000s Henry Lowood has led or had a key role in numerous initiatives devoted to the preservation and documentation of virtual worlds digital games and interactive simulations establishing himself as a major scholar in the field of game studies His voluminous writings have tackled subject matter

spanning the history of game design and development military simulation table top games machinima e sports wargaming and historical software archives and collection development Replayed consolidates Lowood's far flung and significant publications on these subjects into a single volume Utopic Dreams and Apocalyptic Fantasies Talmadge J. Wright, David G. Embrick, Andras Lukacs, 2010-09-25 Few books have attempted to contextualize the importance of video game play with a critical social cultural and political perspective that raises the question of the significance of work pleasure fantasy and play in the modern world The study of why video game play is fun has often been relegated to psychology or the disciplines of cultural anthropology literary and media studies communications and other assorted humanistic and social science disciplines In Utopic Dreams and Apocalyptic Fantasies Talmadge Wright David Embrick and Andras Lukacs invites us to move further and consider questions on appropriate methods of researching games understanding the carnival quality of modern life the role of marketing in altering game narratives and the role of fantasy and desire in modern video game play Embracing an approach that combines a cultural and or critical studies approach with a sociological understanding of this new media moves the debate beyond simple media effects moral panics and industry boosterism to one of asking critical questions what does modern video game play mean what questions should we be asking and what can sociological research contribute to answering these questions This collection includes works which use textual analysis audience based research symbolic interactionism as well as political economic and psychoanalytic perspectives to illuminate areas of inquiry that preserves the pleasure of modern play while asking tough questions about what such pleasure means in a world divided by political economic cultural and social inequalities **Accelerate!** James Brooke-Smith, 2022-09-29 The 1990s was the decade in which the Soviet Union collapsed and Francis Fukuyama declared the end of history Nelson Mandela was released from prison Google was launched and scientists in Edinburgh cloned a sheep from a single cell It was also a time in which the president of the United States discussed fellatio on network television and the world's most photographed woman died in a car crash in Paris Radical pop band The KLF burned a million quid on a Scottish island while the most watched programme on TV was Baywatch Anti globalisation protestors in France attacked McDonald's restaurants and American survivalists stockpiled guns and tinned food in preparation for Y2K For those who lived through it the 1990s glow in the memory with a mixture of proximity and distance familiarity and strangeness It is the decade about which we know so much yet understand too little Taking a kaleidoscopic view of the politics social history arts and popular culture of the era James Brooke Smith asks what was the 1990s A lost golden age of liberal optimism A time of fin de siècle decadence Or the seedbed for the discontents we face today **The Routledge Companion to Video Game Studies** Mark J.P. Wolf, Bernard Perron, 2023-06-19 A definitive guide to contemporary video game studies this second edition has been fully revised and updated to address the ongoing theoretical and methodological development of game studies Expertly compiled by well known video game scholars Mark J P Wolf and Bernard Perron the Companion includes comprehensive and interdisciplinary

models and approaches for analyzing video games new perspectives on video games both as an art form and cultural phenomenon explorations of the technical and creative dimensions of video games and accounts of the political social and cultural dynamics of video games Brand new to this second edition are chapters examining topics such as preservation augmented mixed and virtual reality eSports disability diversity and identity as well as a new section that specifically examines the industrial aspects of video games including digital distribution game labor triple A games indie games and globalization Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading A comprehensive overview of the present state of video game studies that will undoubtedly prove invaluable to students scholars and game designers alike

The Machinima Reader Henry Lowood, Michael Nitsche, 2011-06-03 The first critical overview of an emerging field with contributions from both scholars and artist practitioners Over the last decade machinima the use of computer game engines to create movies has emerged as a vibrant area in digital culture Machinima as a filmmaking tool grew from the bottom up driven by enthusiasts who taught themselves to deploy technologies from computer games to create animated films quickly and cheaply The Machinima Reader is the first critical overview of this rapidly developing field The contributors include both academics and artist practitioners They explore machinima from multiple perspectives ranging from technical aspects of machinima from real time production to machinima as a performative and cinematic medium while paying close attention to the legal cultural and pedagogical contexts for machinima The Machinima Reader extends critical debates originating within the machinima community to a wider audience and provides a foundation for scholarly work from a variety of disciplines This is the first book to chart the emergence of machinima as a game based cultural production that spans technologies and media forming new communities of practice on its way to a history an aesthetic and a market

Media and Mapping Practices in the Middle East and North Africa Alena Strohmaier, Angela Krewani, 2025-10-01 A few months into the popular uprisings in the Middle East and North Africa MENA region in 2009 10 the promises of social media including its ability to influence a participatory governance model grassroots civic engagement new social dynamics inclusive societies and new opportunities for businesses and entrepreneurs became more evident than ever Simultaneously cartography received new considerable interest as it merged with social media platforms In an attempt to rearticulate the relationship between media and mapping practices whilst also addressing new and social media this interdisciplinary book abides by one relatively clear point space is a media product The overall focus of this book is accordingly not so much on the role of new technologies and social networks as it is on how media and mapping practices expand the very notion of cultural engagement political activism popular protest and social participation

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