

hel
global network player authority PewDiePie guild god Lets Play angel undead wri fau nentc mediatization Siskit PVP contest
game rule system representation WGW ble sing nob kills tejo or fact bo ty fight exp ience inc me n s discussion digital
religion gamet analysis The Last of Us death resurrection funeral rules tua virtual identity buff priest genesis clan wedding
simulation ludology narrative Xbox 360 PVE



Gameenvironments from the perspective of an actant. ChatGPT (prompt: "gameenvironments").

Issue 21 (2024)

introduction

Gamevironments as an Analytical Lens for Studying Gaming and Culture. A Critical Revision

by Kerstin Radde-Antweiler, 1-33

articles

A Ludic Litmus Test. *Sara Is Missing*, Gameenvironments, and Gregory Bateson's Theory of Play

by Gregory Price Grieve, 34-59

Cultural Heritage, Video Games and Video Gaming. Researching Global Actants with Gameenvironments

by Xenia Zeiler, 60-83

Ludonarratology and Gameenvironments in Dialogue

by Zhange Ni, 84-118

Community, Alienation and the Experience of Networks. Gameenvironments and Theories of Community

by Dom Ford, 119-143

Review of Tom Tyler's *Game: Animals, Video Games, and Humanity* (2022)

Agata Waszkiewicz

Abstract

A review of Tom Tyler's book *Game: Animals, Videogames, and Humanity* (2022).

Keywords: Book Review, Animals, Video Games, Humanity, gamevironments

To cite this article: Waszkiewicz, A., 2024. Review of Tom Tyler's *Game: Animals, Video Games, and Humanity* (2022) *Gamevironments* 21, 215-220. Available at <https://journals.suub.uni-bremen.de/>.

Tom Tyler's *Game: Animals, Video Games, and Humanity* (2022) is the first book-length study that offers to introduce animal studies to video game research – an effort which is long overdue, considering the growing interest of researchers in the representation of animals and the functions they inevitably play in video games (Chittaro and Sioni 2012, Hobin 2019, Navarro Remesal 2019, Van Ooijen 2019, Coghlan and Sparrow 2021).

In this sense, Tyler's book is both an invaluable resource for those interested in the political entanglement of digital animals – from their presence as social objects of care to the way their inclusion perpetuates the cycle of real-life exploitations and harm – and is also a bit of a missed opportunity to offer an in-depth, systemic introduction to animal game studies. Breaking away from the usual form of monographs in which the analytical chapters are preceded by the theoretical introduction, *Game: Animals, Video Games, and Humanity* is instead a collection of

Coghlan, S. and Sparrow, L., 2021. The “digital animal intuition”: The ethics of violence against animals in video games. *Ethics and Information Technology*, 23(3), 215-224.

DOI: <https://doi.org/10.1007/s10676-020-09557-9>.

Dog's Life, 2003. [video game] (PlayStation 2) Frontier Developments, Sony Computer Entertainment.

Hobin, N., 2019. Animal eyes: Gazing at the animal in video games. *Public*, 30(59), 72-77. DOI: https://doi.org/10.1386/public.30.59.72_1.

Iser, W., 1978. *The act of reading: A theory of aesthetic response*. Baltimore: Johns Hopkins University Press.

Jański, K., 2016. Towards a categorisation of animals in video games. *Homo Ludens*, 1(9), 87-101. Available at https://www.ptbg.org.pl/?smd_process_download=1&download_id=2669, accessed 4 November 2024.

Navarro Remesal, V. M., 2019. Pixelated nature: ecocriticism, animals, moral consideration, and degrowth in videogames. *Logos: Comunicação e Universidade*, 26(2), 13-26. Available at <http://hdl.handle.net/11531/44415>, accessed 10 November 2024.

van Ooijen, E., 2019. Hunting, killing, crafting: On the use of animals in open world games. *Human IT*, 14(3), 26-47. Available at <https://urn.kb.se/resolve?urn=urn%3Anbn%3Ase%3Aoru%3Adiva-80884>, accessed 10 November 2024.

