



Death by Video Game: Tales of Obsession from the Virtual Frontline

By Simon Parkin

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In Canada, volunteers are raising money for charity by playing marathon stints of Penn & Teller's *Desert Bus*, probably the worst video game ever created.

Across the globe, thousands of viewers tune in to Kurt J. Mac's epic but seemingly pointless voyage towards the outer realms of *Minecraft*'s procedurally-generated world.

In Iraq, mothers encourage their children to enter *Call of Duty* competitions to keep them off the bomb-ravaged streets of Baghdad.

And in Taiwan, a spate of deaths at gaming cafés is raising questions about what playing video games does to us.

In *Death by Video Game*, renowned gaming journalist Simon Parkin delves into the lives of obsessive gamers to answer the question: why do we spend so many hours of our lives in virtual playgrounds?

Telling the stories of gamers and the developers who create the worlds they obsessively inhabit, *Death by Video Game* is a window on the human stories that have made video games the twenty-first century's most vibrant cultural medium.

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Death by Video Game: Tales of Obsession from the Virtual Frontline By Simon Parkin Bibliography

- Sales Rank: #1191205 in Books
- Published on: 2015-08-13
- Original language: English
- Dimensions: 8.50" h x .91" w x 5.31" l, .81 pounds
- Binding: Paperback



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