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# Getting Gamers The Psychology Of Video Games And Their Impact On The People Who Play Them

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SuperBetter

Games

Handbook of Research on Effective Electronic Gaming in Education

Grand Theft Childhood

How Games Move Us

The Gaming Mind

Games People Play

Games People Play

Getting Gamers

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Games Managers Play

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Gamer Psychology and Behavior

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The Psychology of Digital Media at Work

Psychology, Pedagogy, and Assessment in Serious Games

Market Mind Games: A Radical Psychology of Investing, Trading and Risk

Psychology of Hope

Actionable Gamification

Glued to Games

Working with Video Gamers and Games in Therapy

The Video Game Debate 2

Reality Is Broken  
Multiplayer  
The Psychology of Zelda  
Flow

*Getting Gamers The Psychology Of  
Video Games And Their Impact On The  
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## GRETCHEN SOLIS

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Icon Books

Analyzes the fascination of computer games, discussing reinforcement, the arcade subculture, etc.

**SuperBetter** Routledge

The New York Times bestseller! A New York Times Notable Book "The tale of how Konnikova followed a story about poker players and wound up becoming a story herself will have you riveted, first as you learn about her big winnings, and then as she conveys the lessons she learned both about human nature and herself." —The Washington Post It's true that Maria Konnikova had never actually played poker before and didn't even know the rules when she approached Erik Seidel, Poker Hall of Fame inductee and winner of tens of millions of dollars in earnings, and convinced him to be her mentor. But she knew her man: a famously thoughtful and broad-minded player, he was intrigued by her pitch that she wasn't interested in making money so much as learning about life. She had faced a stretch of personal bad luck, and her reflections on the role of chance had led her to a giant of game theory, who pointed her to poker as the ultimate master class in learning to distinguish between what can be controlled and what can't. And she certainly brought something to the table, including a Ph.D. in psychology and an acclaimed and growing body of work on human behavior and how to hack it. So Seidel was in, and soon she was down the rabbit hole with him, into the wild, fiercely competitive, overwhelmingly masculine world of high-stakes Texas Hold'em, their initial end point the following year's World Series of Poker. But then something extraordinary happened. Under Seidel's guidance, Konnikova did have many epiphanies about life that derived from her new pursuit, including how to better read, not just her opponents but far more importantly herself; how to identify what tilted her into an emotional state

that got in the way of good decisions; and how to get to a place where she could accept luck for what it was, and what it wasn't. But she also began to win. And win. In a little over a year, she began making earnest money from tournaments, ultimately totaling hundreds of thousands of dollars. She won a major title, got a sponsor, and got used to being on television, and to headlines like "How one writer's book deal turned her into a professional poker player." She even learned to like Las Vegas. But in the end, Maria Konnikova is a writer and student of human behavior, and ultimately the point was to render her incredible journey into a container for its invaluable lessons. The biggest bluff of all, she learned, is that skill is enough. Bad cards will come our way, but keeping our focus on how we play them and not on the outcome will keep us moving through many a dark patch, until the luck once again breaks our way.

Games Getting Gamers

"Games are a unique art form. The game designer doesn't just create a world; they create who you will be in that world. They tell you what abilities to use and what goals to take on. In other words, they specify a form of agency. Games work in the medium of agency. And to play them, we take on alternate agencies and submerge ourselves in them. What can we learn about our own rationality and agency, from thinking about games? We learn that we have a considerable degree of fluidity with our agency. First, we have the capacity for a peculiar sort of motivational inversion. For some of us, winning is not the point. We take on an interest in winning temporarily, so that we can play the game. Thus, we are capable of taking on temporary and disposable ends. We can submerge ourselves in alternate agencies, letting them dominate our consciousness, and then dropping them the moment the game is over. Games are, then, a way of recording forms of agency, of encoding them in artifacts. Our games are a library of agencies. And exploring that library can help us develop our own agency and autonomy. But this technology can also be used for art. Games can sculpt our practical activity, for the sake of the beauty of our own actions. Games are part of a crucial, but

overlooked category of art - the process arts. These are the arts which evoke an activity, and then ask you to appreciate your own activity. And games are a special place where we can foster beautiful experiences of our own activity. Because our struggles, in games, can be designed to fit our capacities. Games can present a harmonious world, where our abilities fit the task, and where we pursue obvious goals and act under clear values. Games are a kind of existential balm against the difficult and exhausting value clarity of the world. But this presents a special danger. Games can be a fantasy of value clarity. And when that fantasy leaks out into the world, we can be tempted to oversimplify our enduring values. Then, the pleasures of games can seduce us away from our autonomy, and reduce our agency."--

**Handbook of Research on Effective Electronic Gaming in Education** Springer

In the past decade, digital games have become a widely accepted form of media entertainment, moving from the traditional 'core gamer' community into the mainstream media market. With millions of people now enjoying gaming as interactive entertainment there has been a huge increase in interest in social multiplayer gaming activities. However, despite the explosive growth in the field over the past decade, many aspects of social gaming still remain unexplored, especially from a media and communication studies perspective. Multiplayer: Social Aspects of Digital Gaming is the first edited volume of its kind that takes a closer look at the various forms of human interaction in and around digital games, providing an overview of debates, past and present. The book is divided into five sections that explore the following areas: Social Aspects of Digital Gaming Social Interactions in Virtual Worlds Online Gaming Co-located and Console Gaming Risks and Challenges of Social Gaming This engaging interdisciplinary book will appeal to upper level students, postgrads and researchers in games research, specifically those focusing on new media and digital games, as well as researchers in media studies and mass communication.

*Grand Theft Childhood* Third Dimension Publishing

Making a successful video game is hard. Even games that are successful at launch may fail to engage and retain players in the long term due to issues with the user experience (UX) that they are delivering. The game user experience accounts for the whole experience players have with a video game, from first hearing about it to navigating menus and progressing in the game. UX as a discipline offers guidelines to assist developers in creating the experience they want to deliver, shipping higher quality games (whether it is an indie game, AAA game, or "serious game"), and meeting their business goals while staying true to their design and artistic intent. In a nutshell, UX is about understanding the gamer's brain: understanding human capabilities and limitations to anticipate how a game will be perceived, the emotions it will elicit, how players will interact with it, and how engaging the experience will be. This book is designed to equip readers of all levels, from student to professional, with neuroscience knowledge and user experience guidelines and methodologies. These insights will help readers identify the ingredients for successful and engaging video games, empowering them to develop their own unique game recipe more efficiently, while providing a better experience for their audience. Key Features Provides an overview of how the brain learns and processes information by distilling research findings from cognitive science and psychology research in a very accessible way. Topics covered include: "neuromyths", perception, memory, attention, motivation, emotion, and learning. Includes numerous examples from released games of how scientific knowledge translates into game design, and how to use a UX framework in game development. Describes how UX can guide developers to improve the usability and the level of engagement a game provides to its target audience by using cognitive psychology knowledge, implementing human-computer interaction principles, and applying the scientific method (user research). Provides a practical definition of UX specifically applied to games, with a unique framework. Defines the most relevant pillars for good usability (ease of use) and good "engage-ability" (the ability of the game to be fun and engaging), translated into a practical checklist. Covers design thinking, game user research, game analytics, and UX strategy at both a project and studio level. Offers unique insights from a UX expert and PhD in psychology who has been working in the entertainment industry

for over 10 years. This book is a practical tool that any professional game developer or student can use right away and includes the most complete overview of UX in games existing today.

**How Games Move Us** CRC Press

The Handbook of the Psychology of Communication Technology offers an unparalleled source for seminal and cutting-edge research on the psychological aspects of communicating with and via emergent media technologies, with leading scholars providing insights that advance our knowledge on human-technology interactions. • A uniquely focused review of extensive research on technology and digital media from a psychological perspective • Authoritative chapters by leading scholars studying psychological aspects of communication technologies • Covers all forms of media from Smartphones to Robotics, from Social Media to Virtual Reality • Explores the psychology behind our use and abuse of modern communication technologies • New theories and empirical findings about ways in which our lives are transformed by digital media

The Gaming Mind MIT Press

A psychologist and life-long fan of video games helps you understand what psychology has to say about why video games and mobile game apps are designed the way they are, why players behave as they do, and the psychological tricks used to market and sell them.

Games People Play Biteback Publishing

The idea that such pervasive and ever-growing immersion in digital gaming affects gamers real life seems obvious and is the focus of this volume. A wide range of topics was collected under the 'Psychology of Gaming' header. The eight chapters in this edited book do not represent all the topics in the psychology of gaming, however, this book includes a variety of topics in this field: game theory, emotional engagement, fantasy world, game designs and development, and gambling with on-line games.

Games People Play Rowman & Littlefield Publishers

"This book addresses issues the potential of games to support learning and change behaviour offering empirical evidence pertaining to the effectiveness of Serious Games in the key areas of psychology, pedagogy, and assessment"--

*Getting Gamers* Bloomsbury Publishing USA

An innovative guide to living gamefully, based on the program

that has already helped nearly half a million people achieve remarkable personal growth In 2009, internationally renowned game designer Jane McGonigal suffered a severe concussion. Unable to think clearly or work or even get out of bed, she became anxious and depressed, even suicidal. But rather than let herself sink further, she decided to get better by doing what she does best: she turned her recovery process into a resilience-building game. What started as a simple motivational exercise quickly became a set of rules for "post-traumatic growth" that she shared on her blog. These rules led to a digital game and a major research study with the National Institutes of Health. Today nearly half a million people have played SuperBetter to get stronger, happier, and healthier. But the life-changing ideas behind SuperBetter are much bigger than just one game. In this book, McGonigal reveals a decade's worth of scientific research into the ways all games—including videogames, sports, and puzzles—change how we respond to stress, challenge, and pain. She explains how we can cultivate new powers of recovery and resilience in everyday life simply by adopting a more "gameful" mind-set. Being gameful means bringing the same psychological strengths we naturally display when we play games—such as optimism, creativity, courage, and determination—to real-world goals. Drawing on hundreds of studies, McGonigal shows that getting superbetter is as simple as tapping into the three core psychological strengths that games help you build: • Your ability to control your attention, and therefore your thoughts and feelings • Your power to turn anyone into a potential ally, and to strengthen your existing relationships • Your natural capacity to motivate yourself and super-charge your heroic qualities, like willpower, compassion, and determination SuperBetter contains nearly 100 playful challenges anyone can undertake in order to build these gameful strengths. It includes stories and data from people who have used the SuperBetter method to get stronger in the face of illness, injury, and other major setbacks, as well as to achieve goals like losing weight, running a marathon, and finding a new job. As inspiring as it is down to earth, and grounded in rigorous research, SuperBetter is a proven game plan for a better life. You'll never say that something is "just a game" again. *The Engagement Game* IGI Global This student-friendly book provides an accessible overview of the primary debates about the effects of video games. It expands on

the original The Video Game Debate to address the new technologies that have emerged within the field of game studies over the last few years. Debates about the negative effects of video game play have been evident since their introduction in the 1970s, but the advent of online and mobile gaming has revived these concerns, reinvigorating old debates and generating brand new ones. The Video Game Debate 2 draws from the latest research findings from the top scholars of digital games research to address these concerns. The book explores key developments such as virtual and augmented reality, the use of micro-transactions, the integration of loot boxes, and the growth of mobile gaming and games for change (serious games). Furthermore, several new chapters explore contemporary debates around e-sports, gamification, sex and gender discrimination in games, and the use of games in therapy. This book offers students and scholars of games studies and digital media, as well as policymakers, the essential information they need to participate in the debate.

**Games Managers Play** Routledge

This book offers a practical yet powerful way to understand the psychological appeal and strong motivation to play video games. With video game sales in the billions and anxious concerns about their long-term effects growing louder, *Glued to Games: How Video Games Draw Us In and Hold Us Spellbound* brings something new to the discussion. It is the first truly balanced research-based analysis on the games and gamers, addressing both the positive and negative aspects of habitual playing by drawing on significant recent studies and established motivational theory. Filled with examples from popular games and the real experiences of gamers themselves, *Glued to Games* gets to the heart of gaming's powerful psychological and emotional allure—the benefits as well as the dangers. It gives everyone from researchers to parents to gamers themselves a clearer understanding the psychology of gaming, while offering prescriptions for healthier, more enjoyable games and gaming experiences.

**The Biggest Bluff** Nova Science Publishers

Doing well with money isn't necessarily about what you know. It's about how you behave. And behavior is hard to teach, even to really smart people. Money—investing, personal finance, and business decisions—is typically taught as a math-based field,

where data and formulas tell us exactly what to do. But in the real world people don't make financial decisions on a spreadsheet. They make them at the dinner table, or in a meeting room, where personal history, your own unique view of the world, ego, pride, marketing, and odd incentives are scrambled together. In *The Psychology of Money*, award-winning author Morgan Housel shares 19 short stories exploring the strange ways people think about money and teaches you how to make better sense of one of life's most important topics.

**The Gamer's Brain** Penguin

'Etchells writes eloquently ... A heartfelt defence of a demonised pastime' The Times 'Once in an age, a piece of culture comes along that feels like it was specifically created for you, the beats and words and ideas are there because it is your life the creator is describing. *Lost In A Good Game* is exactly that. It will touch your heart and mind. And even if Bowser, Chun-li or Q-Bert weren't crucial parts of your youth, this is a flawless victory for everyone' Adam Rutherford When Pete Etchells was 14, his father died from motor neurone disease. In order to cope, he immersed himself in a virtual world - first as an escape, but later to try to understand what had happened. Etchells is now a researcher into the psychological effects of video games, and was co-author on a recent paper explaining why WHO plans to classify 'game addiction' as a danger to public health are based on bad science and (he thinks) are a bad idea. In this, his first book, he journeys through the history and development of video games - from Turing's chess machine to mass multiplayer online games like *World of Warcraft*- via scientific study, to investigate the highs and lows of playing and get to the bottom of our relationship with games - why we do it, and what they really mean to us. At the same time, *Lost in a Good Game* is a very unusual memoir of a writer coming to terms with his grief via virtual worlds, as he tries to work out what area of popular culture we should classify games (a relatively new technology) under.

**The Handbook of the Psychology of Communication Technology** MIT Press

An introduction to "flow," a new field of behavioral science that offers life-fulfilling potential, explains its principles and shows how to introduce flow into all aspects of life, avoiding the interferences of disharmony.

**Mind Games** National Geographic Books

"This book presents a framework for understanding games for educational purposes while providing a broader sense of current related research. This creative and advanced title is a must-have for those interested in expanding their knowledge of this exciting field of electronic gaming"--Provided by publisher.

**The Psychology of Video Games** Springer Nature

In many professions daily work life has become unthinkable without the use of a computer with access to the Internet. As technological innovations progress rapidly and new applications of interactional media are invented, organizational behaviour continues to change. The central theme of this book is how new media affect organizational behavior and employee well-being. A variety of topics are considered: applications of new media in both personnel psychology and organizational psychology tools to improve selection and assessment issues arising in the context of training, learning and career development the use of online games for education and recreation the impact of mobile devices on organizational life the implications of new forms of collaboration by means of virtual teams. The research documented in this volume consists of high quality, quantitative studies illustrated by lively practical examples. The combination of science and practice ensures that new insights supported by empirical studies are translated into practical implications. The book will be essential reading for researchers and students in organizational psychology and related disciplines.

**Lost in a Good Game** Harper Collins

It's dangerous to go alone! Take this (book). For more than 30 years, *The Legend of Zelda*—which immerses players in a courageous struggle against the shadowy forces of evil in a world of high fantasy—has spanned more than 30 different installments, selling over 75 million copies. Today, it is one of the most beloved video game franchises around the globe. Video game sales as a whole have continued to grow, now raking in twice as much money per year as the entire film industry, and countless psychologists have turned their attention to the effects gaming has on us: our confidence, our identity, and our personal growth. *The Psychology of Zelda* applies the latest psychological findings, plus insights from classic psychology theory, to Link, Zelda, Hyrule, and the players who choose to wield the Master Sword. In *The Psychology of Zelda*, psychologists who love the games ask: • How do Link's battles in *Ocarina of Time* against Dark Link, his

monstrous doppelganger, mirror the difficulty of confronting our personal demons and the tendency to be our own worst enemies?

- What lessons about pursuing life's greater meaning can we take away from Link's quests through Hyrule and beyond the stereotypical video game scenario of rescuing a Princess (Zelda)?
- What do we experience as players when we hear that familiar royal lullaby on the ocarina, Saria's spirited melody in the Lost Woods, or the iconic main theme on the title screen?
- How do the obstacles throughout Majora's Mask represent the Five Stages of Grief?
- What can Link's journey to overcome the loss of the fairy Navi teach us about understanding our own grief and

depression?

- Why are we psychologically drawn to the game each and every time a new version becomes available even when they all have a similar storyline? Think you've completed the quest? The Psychology of Zelda gives you new, thrilling dungeons to explore and even more puzzles to solve.

*Video Games and Well-being* John Wiley & Sons

The human brain is hard-wired with a primal aversion to killing. Amid the horror of war even the best-trained soldiers can forget their training. Vast effort and countless sums have been spent in the attempt to keep our men fighting. Military psychologist Leo Murray argues that the real question is: 'How do we make the

enemy stop fighting?' Weaving together intense first-hand accounts of combat with the hard science of tactical psychology, Murray offers a compelling insight into how war affects the human mind. War Games is both a powerful glimpse through the eyes of our soldiers and an urgent reminder that the future of modern warfare lies in understanding how the enemy thinks. Fascinating and often chilling, this is the story of how psychology wins wars.

*Achievement Relocked* Psychology Press

A therapist's nuanced investigation of the role videogames play in reality, what they say about us, and how they help us relate to each other

Best Sellers - Books :

- [America's Cultural Revolution: How The Radical Left Conquered Everything By Christopher F. Rufo](#)
- [The Wager: A Tale Of Shipwreck, Mutiny And Murder By David Grann](#)
- [Happy Place](#)
- [Tucker By Chadwick Moore](#)
- [It's Not Summer Without You](#)
- [Twisted Hate \(twisted, 3\)](#)
- [A Court Of Thorns And Roses \(a Court Of Thorns And Roses, 1\)](#)
- [How To Catch A Mermaid](#)
- [The Last Thing He Told Me: A Novel By Laura Dave](#)
- [The Complete Summer I Turned Pretty Trilogy \(boxed Set\): The Summer I Turned Pretty; It's Not Summer Without You; We'll Always](#)