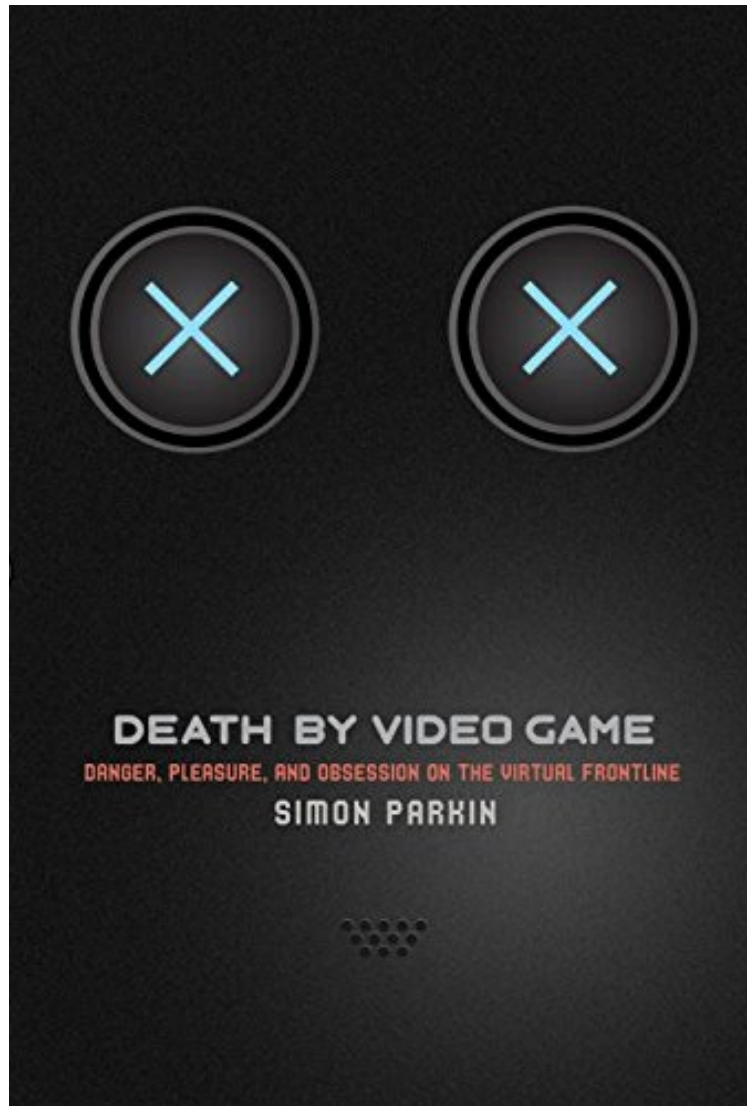


[Download pdf ebook] Death by Video Game: Danger, Pleasure, and Obsession on the Virtual Frontline

# Death by Video Game: Danger, Pleasure, and Obsession on the Virtual Frontline

*Simon Parkin*

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**Simon Parkin : Death by Video Game: Danger, Pleasure, and Obsession on the Virtual Frontline** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Death by Video Game: Danger, Pleasure, and Obsession on the Virtual Frontline:

1 of 1 people found the following review helpful. An objective view on gaming By Marcy Butler Bought this for my 15 year old who is a video game addict. I hoped it would present some real world stories about the pluses and minuses of

gaming. He liked it a lot and shared random stories from the book now and then. He said there was a good balance of insight in both directions. Good enough for me. 1 of 3 people found the following review helpful. A great read for those who are into gaming. By MJH Delves into what is typically overlooked when it comes to gaming and the potential negative impact it has on those who become too obsessed. A great read for those who are into gaming. 4 of 4 people found the following review helpful. A worthwhile read for the hardcore and casual gamer. By Sixto Limiac I personally have been an off and on gamer since I was five-years-old. I am now thirty-two-years-old and I have seen and played them all. Sometimes in healthy moderation and sometimes I find myself trapped in chronoslip, as Parkin describes it the loss of time as one battles good, evil, or another person from the other side of the globe. My history mainly revolves around gaming consoles - from the Atari to what I currently own, the Xbox One. And on the PC I spent an unknown and presumably unhealthy amount of time in Starcraft and World of Warcraft. When I inadvertently or purposely decide to submerge myself into video games Simon Parkin's *Death By Video Game*, truly captured why I had binged for hours, days, and even months at a time - escapism. The idea of escapism bleeds throughout the book along with the good, bad, and ugly of video gaming. This is my first book I have read concerning the gaming culture, but more importantly its history and its merit to the developer and the gamer himself. The book focuses on an array of topics such as the massacre and bloodshed at Columbine and Sandy Hook as the murderers were gamers themselves. It explains why video games are a sort of different medium than television in correlation to freedom of speech. It becomes evident that video games may have limited freedom due to the fear of public backlash like a game where you assume the role of Lee Harvey Oswald and assassinate John F Kennedy again and again... What I really liked about *Death by Video Game*, is that I could relate to his subjects who just wanted to flee from their own lives. As a former *World of Warcraft* player, I literally could not stop playing until I had realized I was not doing anything worthwhile in my life but searching for loot, the most powerful gear, and the rarest items. And for what - bragging rights and an eerie sense of accomplishment. In the end, no one but other hardcore gamers can relate and that is why this is a must read. Video games have and can ruin relationships and for those who don't really understand the enthusiast who spends his day in front of the screen should read this. But as Parkin explains there is a certain thrill to it, like teaming with 24 other players online to down the last boss in a raid and reap the digital rewards. It is an experience, and to me it became a lifestyle to do the grind of leveling up, acquiring gold, and fulfilling requirements to proceed to the end game until the next expansion was released. As an introduction Parkin goes to shed light on the deaths of Asian gamers who, well played in excess to their own demise. From there he shifts from political to the positive and negatives of gaming and its young history. It is a very satisfying read and for me, it led me to come to terms that gaming is essentially a killer of time. A genuine waste of time. But so is television and theater.

"The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers which, in fact, he is." Tom Bissell, author of *Extra Lives: Why Video Games Matter* On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet caf while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other incidents of "death by video game." And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that inspires such tremendous acts of endurance and obsession? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them . . . to death? In *Death by Video Game*, Parkin examines the medical evidence and talks to the experts to determine what may be happening, and introduces us to the players and game developers at the frontline of virtual extremism: the New York surgeon attempting to break the Donkey Kong world record . . . the Minecraft player three years into an epic journey toward the edge of the game's vast virtual world . . . the German hacker who risked prison to discover the secrets behind *Half-Life 2* . . . Riveting and wildly entertaining, *Death by Video Game* will change the way we think about our virtual playgrounds as it investigates what it is about them that often proves compelling, comforting, and irresistible to the human mind except for when it's not.

Parkin has a deft sense of the ways that video games appeal to and satiate the longings of the spirit... *Death by Video Game* offers an excellent sociocultural study of the 21st century's quintessential art form. The Washington Post For the past decade or so, Tom Bissell has been widely regarded as the best video game writer, and his essay collection *Extra Lives* the best book about video games. That was true until Simon Parkin's *Death by Video Game*... Brainy enough to appeal to even the deepest gamer, and yet accessible enough for the reader who hasn't picked up a controller in years. GQ Parkin has... a literary eye for scenic and investigative detail... Demonstrate[s] the importance of thoughtful, serious criticism on gaming and play. New York Times Book This country could use a reexamining of the underlying appeal of video games. Simon Parkin's book does just that, exploring the different aspects (discovery, evil, competition) that come to captivate player-bases so strongly that individuals will neglect their health to the point of death. Flavorwire Groundbreaking ... his reportage leads to brilliant, fresh insights ... Accomplishing that rare feat of teaching while entertaining, this work ignites a series of debates crucial to the future of video games. Library Journal,

starred review The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers which, in fact, he is. Tom Bissell, author of *Extra Lives: Why Video Games Matter* Simon Parkin is gaming's Jon Ronson, and his book charts the extremes of the medium to try to answer the question why the hell do we all care about video games anyway? Kieron Gillen, writer of *Iron Man*, *Uncanny X-Men*, and *The Wicked + The Divine* The best book about video games I've read since I wrote one. Steven Poole, author of *Trigger Happy* Fascinating . . . Parkin takes seriously the notion that video games, or some aspects of them, might be bad for us. Yet he also takes video games seriously as a source of solace for a grieving parent or spouse, a safe form of indoor play for Iraqi children in Baghdad, and a helpful way, like any other form of fiction, for humanity to avoid staring too directly at our certain deaths. Chris Suellentrop About the Author SIMON PARKIN is a journalist whose writing has appeared in *New Yorker.com*, *Harper's Magazine*, *the Guardian*, *ESPN*, and a number of other publications. *Death by Video Game* is his first book.