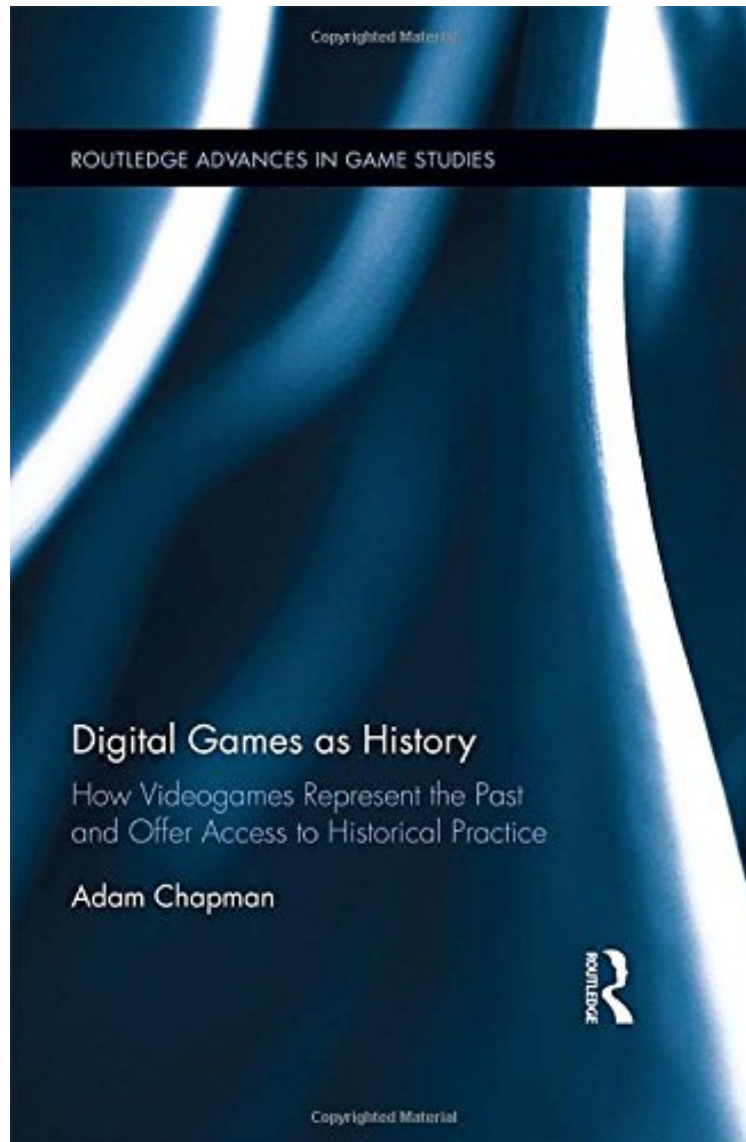


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## Digital Games as History: How Videogames Represent the Past and Offer Access to Historical Practice (Routledge Advances in Game Studies)

*Adam Chapman*

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