

“Every aspect of our lives was affected by the COVID-19 pandemic. The widely accepted view is that the digital game industry benefited from the lockdown, whether by measures of sales or attention. This book offers the first collection of studies to rigorously examine games in the age of pandemic and challenge such easy conclusions. It delivers nuanced and informative essays about the ways in which games changed how we lived, played, learned, and socialized during those difficult times.”

HENRY LOWOOD, Harold C. Hohbach Curator for History of Science & Technology Collections and Curator for Film & Media Collections, Stanford University, USA

“*Gaming and Gamers in Times of Pandemic* provides a much-needed view of and record of gamers, gaming, and the industry during the Covid-19 pandemic and will be immediately useful and of interest to both academics and a wider audience. With the global move away from face-to-face during this time, gaming norms, practices, and assumptions were all challenged, as the scholars in this volume discuss. How gamers responded to these changes and challenges is well worth understanding.”

NATHANIEL POOR, Senior Researcher, Underwood Institute, USA

This edited collection brings in multiple scholarly perspectives to examine the impact of the pandemic and resulting government policies, especially lockdowns, on one particular cultural sphere: games.

The COVID-19 pandemic has impacted virtually every aspect of our lives, regardless of where we live. In the initial months, many industry reports noted the unexpected positive impact on online digital game sales. Games were not just lockdown-proof but boosted by lockdowns. Stay-at-home orders triggered a rush toward games as an alternative form of entertainment, and the ubiquity of mobile phones allowed wider than ever participation.

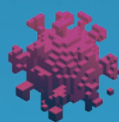
Gaming and Gamers in Times of Pandemic studies how the COVID-19 pandemic affected game players, game developers, game journalists and game scholars alike in many other ways, starting with the most direct—illness, and sometimes death. Some effects are temporary, others are here to stay.

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GAMING AND GAMERS IN TIMES OF PANDEMIC



Edited by
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& Krzysztof Chmielewski



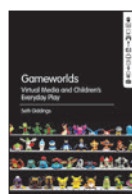
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