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| John Hunt Publishing - **Zero Books** - announces the new title | | |
| **Ludopolitics** Videogames against Control  Liam Mitchell  If the fantasy of control is the problem, then videogame controllers are the solution.  What can videogames tell us about the politics of contemporary technoculture, and how are designers and players responding to its impositions? To what extent do the technical features of videogames index our assumptions about what exists and what is denied that status? And how can we use games to identify and shift those assumptions without ever putting down the controller? Ludopolitics responds to these questions with a critique of one of the defining features of modern technology: the fantasy of control.  **Author Bio** Liam Mitchell is the Chair of Cultural Studies and an Associate Professor at Trent University in Peterborough, Ontario. A lifelong gamer, he is interested in the effects of our continual immersion in media, particularly those media technologies that seem to fall under our control. His work has appeared in CTheory, First Monday, Techne: Research in Philosophy and Technology, and Loading...Journal of the Canadian Game Studies Association. He lives in Peterborough, Ontaria, Canada. Online: [Facebook](https://www.facebook.com/liam.mitchell.5099?fref=nf), [Author Website](https://www.trentu.ca/culturalstudies/faculty_mitchell.php)  **Endorsements** *What if we took a closer look at both the design and the play of videogames to find out how politics and technology intersect there? Ludopolitics takes us beyond the more familiar criticism of the way games represent the world to inquire into what kind of world is enacted there, and what other worlds might be possible. The stakes of the game, and the stakes of the world, appear to be a kind of algorithmic control. But perhaps games at their best are a kind of art work where designer and player can meet and learn something about how the mechanics of control might function. Ludopolitics is a theory-assisted speed run through these big picture questions of our time.* ***McKenzie Wark, Gamer Theory***  **Promotional Plans** Author to speak about his research at conferences, and via his position as Associate Professor at Trent University, Ontario. Promotion via gaming network email newsletters. Articles and reviews in games studies and political theory journals. Zero Books social media promotion, blog articles, interview on Zero Squared podcast and Zero Books YouTube channel.  **USP** Uses philosophy to make new claims about the politics of videogames, and uses videogames to express new ideas about political philosophy.  **Competing Books** Gamer Theory 9780674025196, by McKenzie Wark Harvard University Press, 2007  **Categories** COMPUTERS (General)(COM079010) -> Social Aspects (General)(COM079010) -> Human-Computer Interaction(COM079010) GAMES (General)(GAM013000) -> Video & Electronic(GAM013000) PHILOSOPHY (General)(PHI019000) -> Political(PHI019000) |  | **Publication Date** December 2018  **Paperback** ISBN: 978-1-78535-488-5 $29.95  |  £17.99 8.5x5.5 inches | 216x140 mm 352PP  **e-book** ISBN: 978-1-78535-489-2 $23.99  |  £13.99  **Library of Congress** 2018932660 |
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