

Game Studies

by Jan Van Looy

1987

가

가 :

http://millennium.arts.kuleuven.ac.be/literary_studies/fiches/janvanlooy.htm

1987

가

가

가

가

가

가

가

“ ”

“ ”

.

,
가



1.

1987

. 1982

TV

Z80

가,

가

,

“ 가

.” (

1988)

CPC

, MSX,

64

XL

가

. (

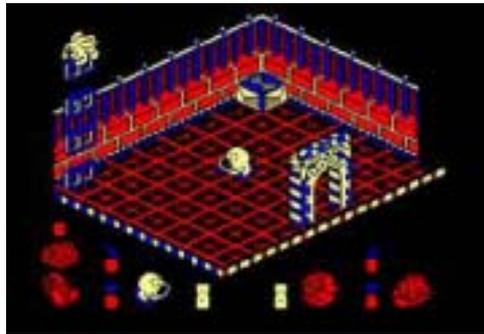
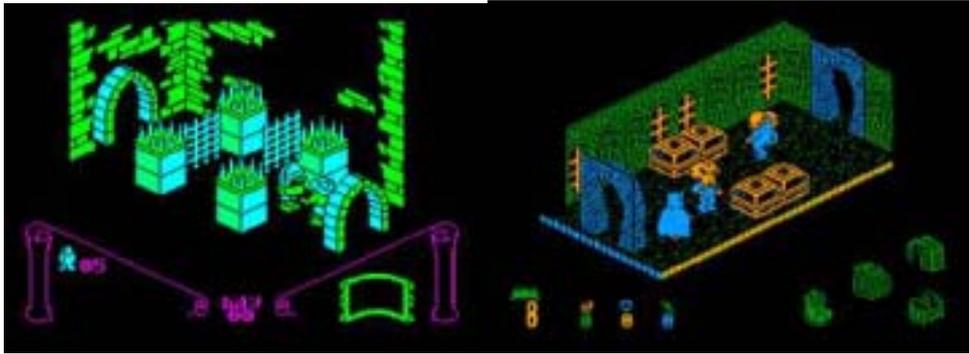
, 2002;

, 2001)

1987

195KB

CPC

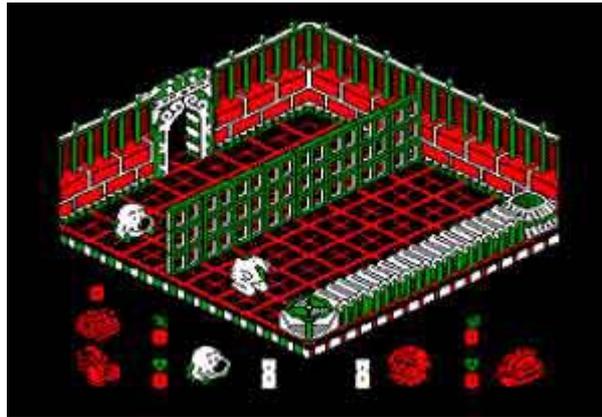


2. , ,

1984) 가 . “ 가 . ” (, 1986) 3 3 4 , , 3 가 가 가 가

가

3



3.

가

가

4

(1987, , 2000) 가

가 . ()
 . 2 ,
 .
 () 가 ,
 . 가
 .
 가 가
 , ' ,
 , 가 ,
 .
 가 .
 . 가 ,
 ,
 가 (...)
 . 가 (...)
 ,
 . (, 2000)



4.

가 8 가 가 . 가 , 가

(, 1987; , 2000) “ (...)

43 가 가 (, 1987)



5.

“ 64 ” (, 2001).

“ ” (, 1987)

CPC ” .(, 2002)

“

가 3 ” (, 1992)

“ 가

.” (, 1987) “

가

.” (, 1992)

39 (, 1987)

(90 , 97 , 96 , 95). (, 2000)

가 .(9 , 9 , 9 , 6 , 7 , 8 , 9) CPC (, 2002) ,

가

. (96 , 68 , 95 , 96 , 95)

4 가 . : (1)

, (2) , (3) , (4)

(1) , 3
 3
 80 가
 가 가
 가 가
 “ 가 가
 ” (, 2000)

(2) ,
 가
 (...).
 ” (, 2000)

(3) “ ”
 ” (, 1992)
 가
 2 , 가 . (, 2002)
 가

. 80 가 ,

,

가 .

(4) , 가

“ ” (, 2002) . ,

“

.

” (, 2001)

가

,

가

가

.

“

“

.

,

” (, 1992)

가

,

,

“

”

.(, 1987)

가

,

가

가

80~90

. ()
 . (,
 1995)
 , (, 1974
 1997) (, 1967)
 (가
 , 1994) 가
 가

, (1999) (*hypermediacy*)
 (*immediacy*)

가
 , , 90
 가 , ,
 “ ,
 ” . (, 1999)

가
가

” (, 1999)

. 가

가

.

가

, 가

“

” .(,

2001)

2

,

,

“

”

.(2001) 가

가

20

,

.(2001)

,

가

2

.

“ 가

”

,

“

,

,

”

(2001),

가

-

.(cf.

)

4 “ ”

. “ 20

. (, 2001) ,

“ , , ” 5

(, ,)

,

, 가
” (, 2001)

,

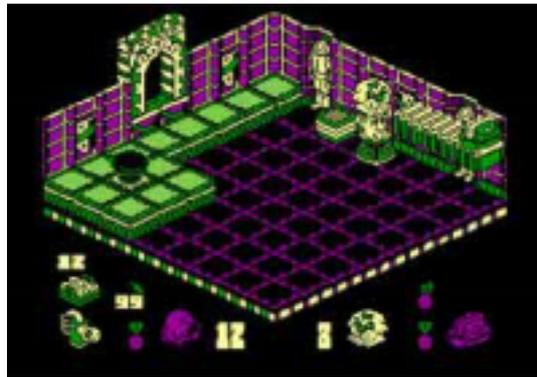
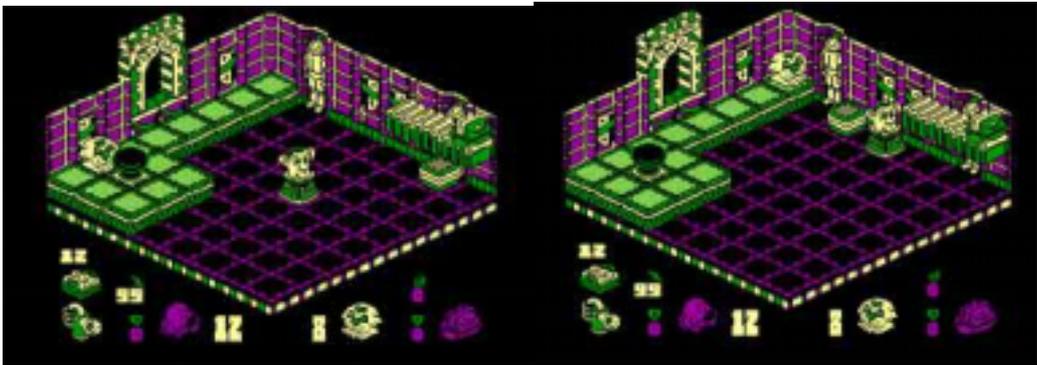


6.



7.

가
 . 가
 . 가
 , 가
 가 . 가
 . 가
 , “ 가
 . (..)
 , 가
 ” (, 1987) ‘
 “ :[]
 ” (AHD, 2002)
 ,
 . ,
 ‘ ,
 ‘ ,
 (AHD, 2002) 가 ,



9.

가

가 , 가 " (,
1988)
가
가
가 가
가 80 가
1986 가
(CNN, 2002).
1992 , 1987
가
가
가
가

“ ”

가

4 가

2 가

가

References

AHD (2002). *American Heritage Dictionary of the English*

Language, fourth edition. <http://www.dictionary.com/>

Aldridge, Nick (2001). "Head Over Heels"

<http://www.aldridge98.fsnet.co.uk/headoverheels.html>

Armstrong, Ian (2000). "So What's The Story Then..."

<http://www.iarmst.demon.co.uk/specgame/h.htm>

Bee, Philip. "Interview with Jon Ritman" November 1997.

<http://www.geocities.com/TimesSquare/Battlefield/8875/jritman.html>

Berkmann, Marcus (1987). "Head Over Heels" in *Your Sinclair* 18, June 1987. Ludlow: Newsfield.

<http://www.ysrnry.co.uk/articles/headoverheels.htm>

Birkerts, Sven (1994). *The Gutenberg Elegies: the Fate of Reading in an Electronic Age*. New York: Fawcett Columbine.

Blood. "Interview with Jon Ritman" in *Emulate!* issue six, Autumn 1996.

<http://www.geocities.com/TimesSquare/Battlefield/8875/jritman.html>

Bolter, Jay David & Grusin, Richard (1999). *Remediation:*

Understanding New Media. Cambridge, Massachusetts: The MIT Press.

Campbell Nicholas (2002). "Head Over Heels" in *CPC Game Reviews*. <http://www.cpcgamereviews.com/h/index.html>

CNN (2002). "Irreconcilable Differences: the royal divorce" in CNN interactive.

<http://www.cnn.com/WORLD/9708/diana/differences/>

Crash (1987). "Head Over Heels" in *Crash* 39, April 1987.

<http://www.mjwilson.demon.co.uk/crash/39/headheels.htm>

Derrida, Jacques (1967). *De la Grammatologie*. Paris: Editions de Minuit.

Goring, Graham (2000). "Head Over Heels"

<http://www.duketastrophe.demon.co.uk/spectrum/specrevs/headheel/review.htm>

Kidd, Graeme (1986). "The Jon Ritman Interview: Graeme Kidd talks to the man behind classics like Batman and Match Day" in *Crash* 33, October 1986. Ludlow: Newsfield.

Kidd, Graeme (1988). "Jon Ritman and Bernie Drummond" in *Your Sinclair* Issue No. 32, August 1988.

<http://www.geocities.com/TimesSquare/Battlefield/8875/ysjrbd.html>

Landow, George P. *Hypertext 2.0: The Convergence of Contemporary Critical Theory and Technology*. Baltimore: John Hopkins UP, 1997.

Manovich, Lev (2001). *The Language of New Media*. Cambridge, Massachusetts: The MIT Press.

Ritman, Jon (1985). *Batman*. Manchester, England: Ocean Software.

Ritman, Jon (1987). *Head Over Heels*. Manchester, England: Ocean Software.

Ritman, Jon (2001). *Personal Webpage*. <http://www.ritman.co.uk/>

Ryan, Marie-Laure (2001). *Narrative as Virtual Reality: Immersion and Interactivity in Literature and Electronic Media*. Baltimore and London: The John Hopkins University Press.

Stamper, Tim & Stamper, Chris (1984). *Knight Lore*. Ashby-de-la-Zouch: Ultimate.

Tacgr (2002). *The Amstrad CPC Games Resource*

<http://tacgr.emuunlim.com/downloads/filedetail.php?recid=418>

TheLegacy (2002). <http://www.thelegacy.de/>

Turkle, Sherry (1995). *Life on the Screen: Identity in the Age of the Internet*. New York: Simon & Schuster.

Your Sinclair (1992). "The Your Sinclair Official Top 100 Part 4" in *Your Sinclair 73*, January 1992. Ludlow: Newsfield.

http://www.ystrnry.co.uk/articles/ystop100_4.htm

2001 - 2004 Game Studies

가

가