

***Videogames and Art* - Book Cover description**

Editors: Andy Clarke and Grethe Mitchell

2007 Intellect Books, Bristol, UK and University of Chicago Press, Chicago, USA.

Videogames are firmly enmeshed in modern culture.

Acknowledging the increasing cultural impact of this rapidly changing industry, *Videogames and Art* is one of the first books devoted to the study of videogame art - a vibrant, developing genre of digital art - featuring in-depth essays that offer an unparalleled overview of the field.

The distinguished contributors range broadly over this vast intellectual terrain, positioning videogame art as a crucial interdisciplinary mix of digital technologies and the traditions of pictorial art. In tracing the history of this emerging genre, they examine machinima and game console artwork, politically-orientated videogame art and the production of digital art. There is also a series of interviews in which prominent videogame artists discuss their work.

An essential volume for our digital age, *Videogames and Art* will be a fascinating read for players, fans and scholars.