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The Video Game Theory Reader begins not with a bold statement or manifesto for interpreting video games but in a far more grounded manner with a foreword from Warren Robinett who is widely regarded with having revolutionised gameplay in 1978 with his design for the Atari 2600 Adventure game. Robinett opens with an obvious but inescapable ...

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Several essays in the The video game theory reader likewise touch on characters and players' relation to them, but do not engage in discussions of clothing (Wolf & Perron, 2003).

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