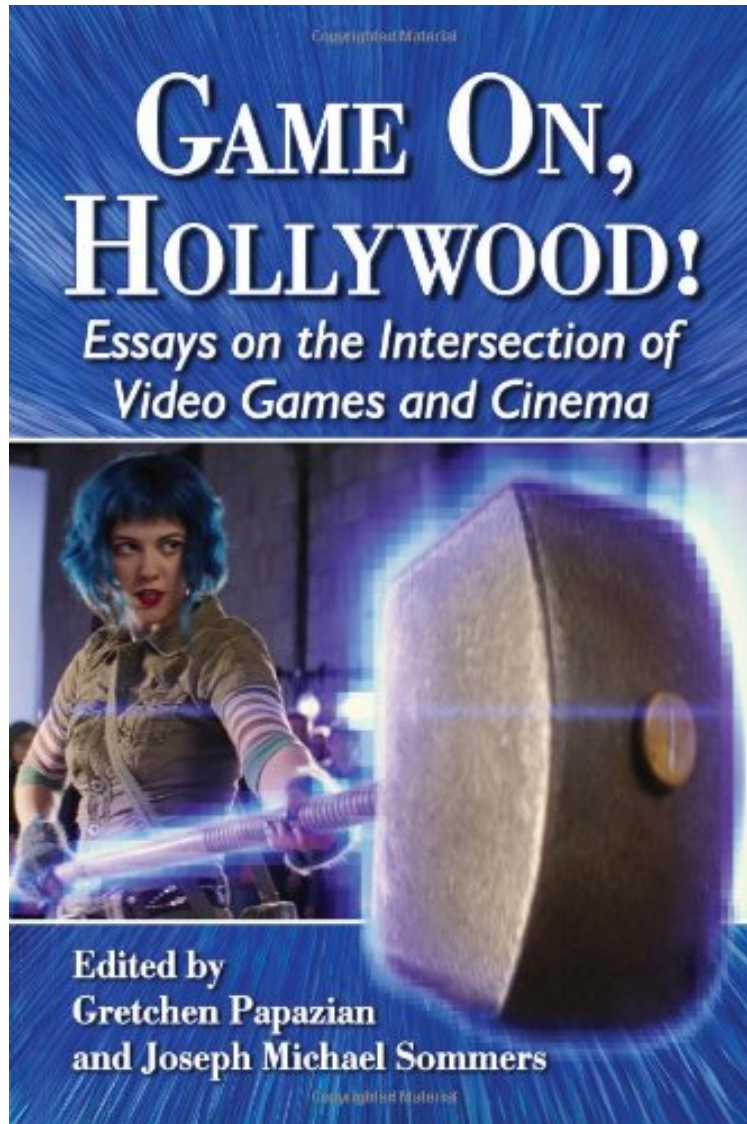


Game On, Hollywood! Essays on the Intersection of Video Games and Cinema

Gretchen Papazian, Joseph Michael Sommers
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The 14 essays in *Game on, Hollywood!* take on several points of game and film intersection. They look at storylines, aesthetics, mechanics, and production. The book is about adaptation (video game to film, film to video game), but it is even more about narrative. The essays draw attention to the ways and possibilities of telling a story. They consider differences and similarities across modes of storytelling (showing, telling, interacting), explore the consequences of time, place and ideology, and propose critical approaches to the vastness of narrative in the age of multimedia storytelling. The video games and film texts discussed include *The Warriors* (1979 film; 2005 video game), *GoldenEye* (1995 film), *GoldenEye 007* (1997 and 2011 video games), *Buffy the Vampire Slayer* (2000-2004, television show), *Buffy the Vampire Slayer: Chaos Bleeds* (2003 video game), *Prince of Persia: The Sands of Time* (2003 video game; 2010 film), the *Star Wars* franchise empire (1977 on), *Afro Samurai* (2009 video game), and *Disney's Epic Mickey* (2010 video game).

"*Game On, Hollywood!* [is] a thoughtful contribution to analyses of evolving art formats, as well as the mutual repercussions that game and cinema have on one another in modern popular culture. *Game On, Hollywood!* is especially recommended for college library collections with a focus on cinematic storytelling and modern media." --Midwest Book "Papazian and Sommers (English, Central Michigan U.) compile 13 essays that examine the connection between video games and films and how they impact each other with sociocultural and economic forces." --Reference Research Book News "Recommended [especially for] researchers/faculty and professionals" --Choice Magazine

From the Inside Flap: The 14 essays in *Game on, Hollywood!* take on several points of game and film intersection. They look at storylines, aesthetics, mechanics, and production. The book is about adaptation (video game to film, film to video game), but it is even more about narrative. The essays draw attention to the ways and possibilities of telling a story. They consider differences and similarities across modes of storytelling (showing, telling, interacting), explore the consequences of time, place and ideology, and propose critical approaches to the vastness of narrative in the age of multimedia storytelling. The video games and film texts discussed include *The Warriors* (1979 film; 2005 video game), *GoldenEye* (1995 film), *GoldenEye 007* (1997 and 2011 video games), *Buffy the Vampire Slayer* (2000-2004, television show), *Buffy the Vampire Slayer: Chaos Bleeds* (2003 video game), *Prince of Persia: The Sands of Time* (2003 video game; 2010 film), the *Star Wars* franchise empire (1977 on), *Afro Samurai* (2009 video game), and *Disney's Epic Mickey* (2010 video game).

About the Author: Gretchen Papazian is an associate professor of English at Central Michigan University. She has published essays on food and 19th-century American literature, anorexia in film, representations of parents in children's picture books, and narrative structures of video games. Joseph Michael Sommers is an associate professor of English at Central Michigan University. He is the coauthor of two McFarland books and has published essays on such topics as *Judy Blume*, *Spider-Man*, and *The Chronicles of Narnia*.