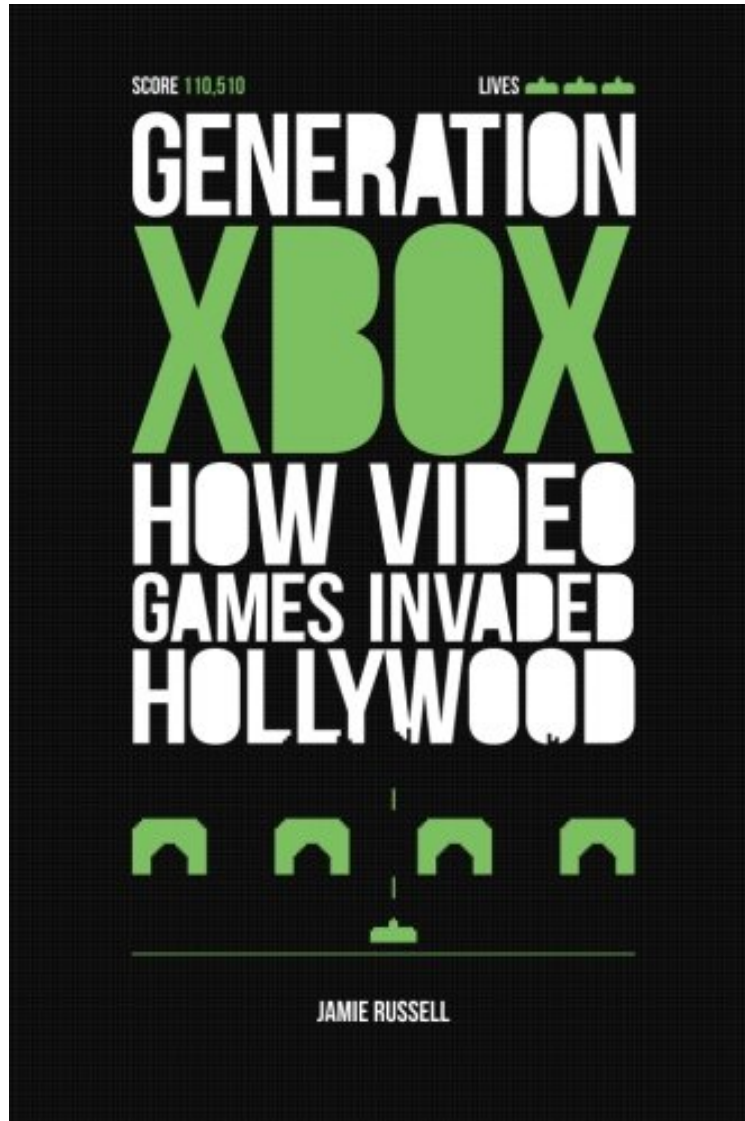


(Download pdf ebook) Generation Xbox: How Videogames Invaded Hollywood

Generation Xbox: How Videogames Invaded Hollywood

Jamie Russell

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Jamie Russell : Generation Xbox: How Videogames Invaded Hollywood before purchasing it in order to gage whether or not it would be worth my time, and all praised Generation Xbox: How Videogames Invaded Hollywood:

0 of 0 people found the following review helpful. Brilliant bookBy AE CamachoGeneration Xbox: How Video Games Invaded Hollywood, it left me dumbstruck with the persuading arguments and interviews with countless game developers and movie directors. As a high school senior thinking of studying game development in the near future, this was the key to my curiosity. Jamie Russel narrates the challenging path that video games undertook to be where they are today; a vast and rapid-growing \$2 billion dollar industry.Starting from the very first game cartridge, to the first

laser disc game, to Steven Spielberg's movie "Avatar" depending on games. This book takes you through time to prove how much better the entertainment industry is, rather than the diminishing movie industry. When it comes to the end of the first decade in the 21st century, Russell is quick to point this out. Iron Man made \$100 million in its opening weekend! But alas, poor Yorick, GTA (Grand Theft Auto) IV made three times as much in the first day sales! Video games overtook movies, it's as if they came from behind. All in all, as a serious game player, always anxious to get my hands on my controller I recommend this book to just about anybody. It contains a vast amount of information and interviews. If you are, or plan on being part of the film or gaming industry, this is the book you've been waiting for. Jump in. "Are you ready to play?" - Jamie Russell. 0 of 0 people found the following review helpful. An Accurate Historical Account of the Most Unique Creatives in Entertainment By cganimation The accounts and interviews bring to life the unique personalities and challenges that have cemented the video game industry as a major force of change in the film industry, even re-defining the future of story driven entertainment. What you read here is an account of what is a contemporary art movement, a period of time and actions that have changed the way storytelling and visual arts have developed and evolved within a matter of a few decades. In hindsight, future generations now have an amazing account of first hand interviews of the rise of a new genre of entertainment and arts as defining as the culture it quenches. 0 of 0 people found the following review helpful. A must read to anyone inside the gaming or filming industries By Tom Russo Generation Xbox is an excellent way to get to know what has happened from 40 years ago till now between game developers and Hollywood. Jamie Russell storytelling ability keeps you not wanting to stop reading. Fantastic book!

Hollywood is under attack from videogames. Movies defined the 20th century but games are now pushing them aside as the medium that captures our time, fascination and money. Generation Xbox digs into the love-hate relationship between games and cinema that has led us to this point. It's a story of disaster, triumph and Angelina Jolie in hot pants. Learn how Steven Spielberg's game-making dreams fell apart and why Silicon Valley pioneers wooed Stanley Kubrick. Discover the story behind the failed Halo movie, how videogame tech paved the way for Avatar, and what companies like Ubisoft and Valve are doing to take gaming to the next level. Based on more than 100 interviews with leading figures from videogames and Hollywood, Generation Xbox is the definitive history of an epic power struggle that has reshaped the entertainment landscape. Are you ready to play? "The one book gamers should read this year." - The Jace Hall Show "A fascinatingly detailed account," The Guardian "Pretty damn good," Destructoid.com "A definitive history of the intersection of the games and movie industries" - Eurogamer "The most interesting and illuminating game-related book I've read in years." - Tony Mott, editor, Edge magazine "I had flashbacks reading it." - Peter Hirschmann, writer/producer, Medal of Honor "AMAZING stuff!" - Daniel Alter, film producer, Hitman "A fine work that makes an important point, bringing to light an era of history that has had a vast impact and gone largely unappreciated." - Howard Scott Warshaw, creator of Atari's E.T. and Raiders of the Lost Ark games

About the Author Jamie Russell is a lecturer in English and a freelance journalist. He lives in London.