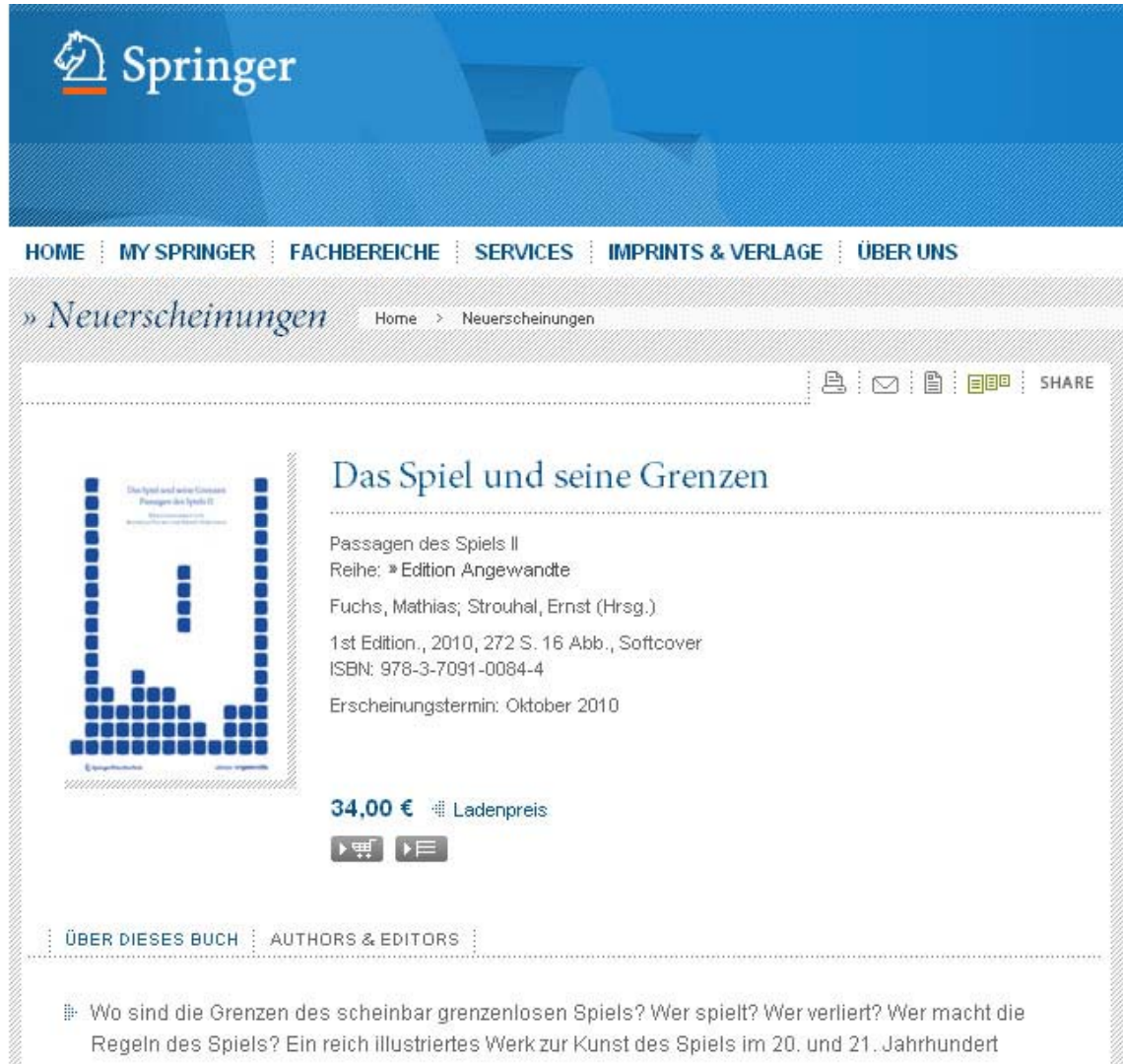


Recent publication by Mathias Fuchs, Salford University, School of Art & Design  
Das Spiel und seine Grenzen II, Springer Vienna New York, 1st Edition., 2010, 272  
pages, 16 illustrations, softcover  
ISBN: 978-3-7091-0084-4

The second issue of the series on Games, Art and Society is in the bookshops now.  
This is what Mathias' publication (co-editor with Ernst Strouhal and author) is about:



The screenshot shows the Springer website's 'Neuerscheinungen' (New Publications) section. The top navigation bar includes links for HOME, MY SPRINGER, FACHBEREICHE, SERVICES, IMPRINTS & VERLAGE, and ÜBER UNS. The main heading is '» Neuerscheinungen' with a breadcrumb trail 'Home > Neuerscheinungen'. Below this, there are icons for printing, email, document, and a 'SHARE' button. The featured book is 'Das Spiel und seine Grenzen II', part of the 'Edition Angewandte' series, edited by Mathias Fuchs and Ernst Strouhal. The book cover features a blue grid pattern. The price is listed as 34,00 € (Ladenpreis). Below the book information, there are links for 'ÜBER DIESES BUCH' and 'AUTHORS & EDITORS'. A short description at the bottom reads: 'Wo sind die Grenzen des scheinbar grenzenlosen Spiels? Wer spielt? Wer verliert? Wer macht die Regeln des Spiels? Ein reich illustriertes Werk zur Kunst des Spiels im 20. und 21. Jahrhundert'.

### The Limits of Play. Transformation of Play II

At the turn of the century it became apparent that games cannot be seen as marginal to a work and information society, but have taken a central position in society. Economy, sport, music, and architecture are all said to be influenced by play and our lifestyles are

often characterized as ludic. A new discipline labelled ludology is at the forefront of scholarly activities and does not only attempt to analyse games, play and the players, but ludic environments, music or economics as well. Our species can hardly any longer be understood in terms of *homo sapiens* or *homo faber* individuals, but has to be seen as *homines ludici*. It seems as if there were no limits to play and as if playfulness has replaced what once was governed by reason, work or religion.

This book investigates the limits of play. Starting with a critical review on the classical texts by Huizinga and Caillois a revised notion of play is sought for – based on the dramatic changes our economy and media landscape are undergoing at present.

Julian Dibbell (USA) and Irini Athanassakis (GER) investigate processes in the national and international economies in regard to ludocapitalism and the new “playbour” set of values. They critically research virtual economies and their proximity to hazard, cheating and other playful strategies. Daphne Dragona (GR) and Alessandro Ludovico (IT) speculate on the potential of computer games and online universes for subversive political action. Garry Crawford and Viktoria Gosling (UK) take a look at the sociotypes involved in popular games. Mathias Fuchs (AUT) suggests that spoilsports and cardsharps could be interpreted as proper players, Stephan Günzel (GER) looks at space and games from a philosophical viewpoint and analyses the notion of the „Magic Circle“ as something to be reconsidered substantially. Tapio Mäkelä (FIN) takes a closer look at Locative Games. You will also find contributions on the stadium as a special location for games, on the film „No Country for Old Men“ as an example for a new „alea“ driven narrative form, on the philosophy of games, gambling, ....

Find more information and order the book on the publisher's webpage at:

[http://www.springer.com/new+%26+forthcoming+titles+%28default%29/book/978-3-7091-0084-4?cm\\_mmc=EVENT- -BookAuthorEmail- -&uid=18053863](http://www.springer.com/new+%26+forthcoming+titles+%28default%29/book/978-3-7091-0084-4?cm_mmc=EVENT- -BookAuthorEmail- -&uid=18053863)

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Autorinnen und Autoren.

Abbildungsnachweis.