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Lightsaber Accident Great Reading Apps for Kids Top 10 Gameboy Advance Games Ever Made! Can Video Games Ever Made! Can Video Games Predict the Next Financial Crisis? - Tom Chatfield Doctor Plays BIO INC! | Breaking My Oath | Wednesday Checkup Fun Inc Why Games Are 'Tom Chatfield's Fun Inc. is the most elegant and comprehensive defence of the status of computer games in our culture I have read, as well as a helpful compendium of research ... The numbers surrounding the sector are certainly thudding. By the end of 2008, annual sales of video games - not including consoles or devices - was \$40 billion, comfortably outstripping the movie business.

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This is a comprehensive book championing video gaming, the "fun, inc." of the 21st century. If you don't know much about the gaming industry, you've come to the right place. Here you'll learn about the gaming industry, you've come to the right place. Here you'll learn about the gaming industry, you've come to the right place. Here you'll learn about the creativity involved in making games, unusual games (flOw, games for change), the history of video gaming, and the many uses of games (military, education, social action and awareness, etc.).

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