p. 4 Acknowledgments

p. 5 Dario Compagno, Patrick Coppock Introduction

section one

Playing Games: from Cooperation to Interaction

p. 15 Gabriele Ferri

Interpretive Cooperation and Procedurality. A Dialogue between Semiotics and Procedural Criticism

p. 21 Otto Lehto

The Collapse and Reconstitution of the Cinematic Narrative: Interactivity vs Immersion in Game Worlds

section two

Which Role for Narrativity in Computer Games?

p. 31 Jack Post

Bridging the Narratology-Ludology Divide. The Tetris Case

p. 37 Alessandro Catania

Les Jeux sont Faits! Immersiveness and Manageability of Game Narratives

section three

Revisiting Enunciation: Embodied Players

p. 43 Agata Meneghelli

Simulacral and Embodied Enunciation in Computer Games

p. 51 Adriano D'Aloia Adamant Bodies. The Avatar-Body and the Problem of Autoempathy

section four Temporal and Spatial Features of Virtual Environments

p. 59 Mario Gerosa, Jennifer Grace-Dawson Chronology and Historicization in Virtual Worlds and Video Games

p. 67 Joaquìn Siabra-Fraile

Manic Miner under the Shadow of the Colossus: A Semiotic Analysis of the Spatial Dimension in Platform Video Games

p. 75 Alex Wade

Spatial Typologies of Games

section five

Authorship and Game Creation

p. 83 Marco Benôit Carbone

The Adam of Videogames. From Invention to Authorship through the Analysis of Primordial Games.

p. 89 Filippo Zanoli

Logos Language in Richard Garriot's Tabula Rasa: an Analysis of Symbols, Semantics and Textual Implications.



Acknowledgments

4

Contributions to this special number of E | C, were selected through a process of double blind peer review on the basis of a larger corpus of contributions received in response to an open Call for Papers circulated internationally in December 2007.

As reviewers, semioticians and scholars in other disciplines with a keen interest in computer games and digital culture from Europe and elsewhere were recruited, taking into account the thematic orientation of this special number, and the varied disciplinary backgrounds of authors:

Kjell Lars Berge (University of Oslo) Robert Biddle (Carleton University, Ottawa) Gordon Calleja (IT University Copenhagen) Giovanna Cosenza (University of Bologna) Riccardo Fusaroli (University of Bologna) Hugh Hancock (Strange Company, Edinburgh) Charlene Jennett (University College London) Olli Leino (IT University Copenhagen) Eva Maagero (Vestfold University College, Tonsberg) Antonella Mascio (University of Bologna) Alvise Mattozzi (IUAV, Venice) Isabella Pezzini (La Sapienza, Rome) Cristiano Poian (University of Udine) Daniel Reynolds (University of California Santa Barbara) Niklas Schrape (Film and Television Academy Conrad Wolf, Potsdam-Babelsberg) Lucio Spaziante (University of Bologna) Bianca Terracciano (La Sapienza, Rome) Karen Wenz (University of Maastricht)

The book's graphical layout has been realized by Dario Mangano and Ilaria Ventura (University of Palermo).

We would like to thank everyone involved for their respective contributions, without which this thematic issue would not have been possible.

Dario Compagno (University of Siena) and Patrick Coppock (University of Modena and Reggio Emilia)