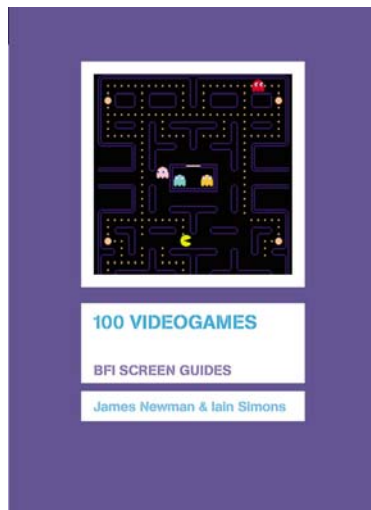


## Books press release

### BFI SCREEN GUIDES



## 100 Videogames

### James Newman and Iain Simons

Published 22 February 2007  
 Priced £12 (paperback, 280pp)  
 ISBN: 978-1-84457-162-8

Videogames can be sophisticated, fascinating, frustrating, fun, serious, annoying, challenging and much more. James Newman and Iain Simons' pocket-sized new book in the BFI's popular Screen Guides series brings together the

100 most significant videogames of all time, from *Asteroids* to *Animal Crossing*, *Tomb Raider* to *Trauma Center*.

Initially silent scenes comprising rudimentary blips of light, the aesthetic and interactive aspirations of videogames have grown beyond imagination giving rise to audiovisual spectacles, narratives, and modes of engagement that are richly complex and rewardingly diverse. Videogames have become the most dynamic of all contemporary media forms, while their importance within youth culture sees them providing many people with their first and formative experiences of the computer and the screen.

Yet, the videogame has inspired little in terms of contemporary media criticism. Those culturally curious individuals who would like to know more are frequently left frustrated: Where to begin? Which games to play? How to cut through the seemingly impenetrable jargon?

**100 Videogames** is the perfect guidebook for those looking to learn more, and is an invaluable, critical companion for people who are already fans. Not a mere list of the best, but rather an analysis of 100 of the most interesting videogames of the first forty years of the medium, this accessible, entertaining insight will illuminate just why so many people are playing.

#### About the authors

**James Newman** is Senior Lecturer in Media Communications and Cultural Studies at Bath Spa University. His previous books include *Videogames* (2004) and *Teaching Videogames* (2006). **Iain Simons** is a writer and Director of the GameCity Festival at Nottingham Trent University. His new book *Inside Game Design* will be published in 2007. James and Iain co-edited *Difficult Questions About Videogames* (2004) and they can be found online at [www.modernplaying.com](http://www.modernplaying.com). **They are both available for interview.**

#### For further information please contact:

Jill Reading, BFI Press Officer

Tel: (020) 7957 4759 or e-mail: [jill.reading@bfi.org.uk](mailto:jill.reading@bfi.org.uk)

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