

Fun Inc.: Why Gaming Will Dominate The Twenty-First Century

By Tom Chatfield



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Electronic games began as entertainment, Why Gaming Will Dominate the 21st Century." Tom Chatfield on "Fun, Inc: Why Gaming Will Dominate the 21st Century"
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Jim Fleming: Video Games. They've grown up. Celebrities act in them, famous directors like Steven Spielberg and Peter Jackson design them, but electronic gaming isn't
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Fun Inc is a book first published in January 2010 by Tom Chatfield, examining
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Video games used to be for kids and geeks. Today just try to find someone who doesn't play at least one electronic game. Electronic games began as entertainment, but
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People make many assumptions about videogames; only teenage boys play them, they increase anti-social behaviour and they tend to be violent. Fun Inc. dispels these <http://www.prospectmagazine.co.uk/magazine/fun-inc-tom-chatfield>