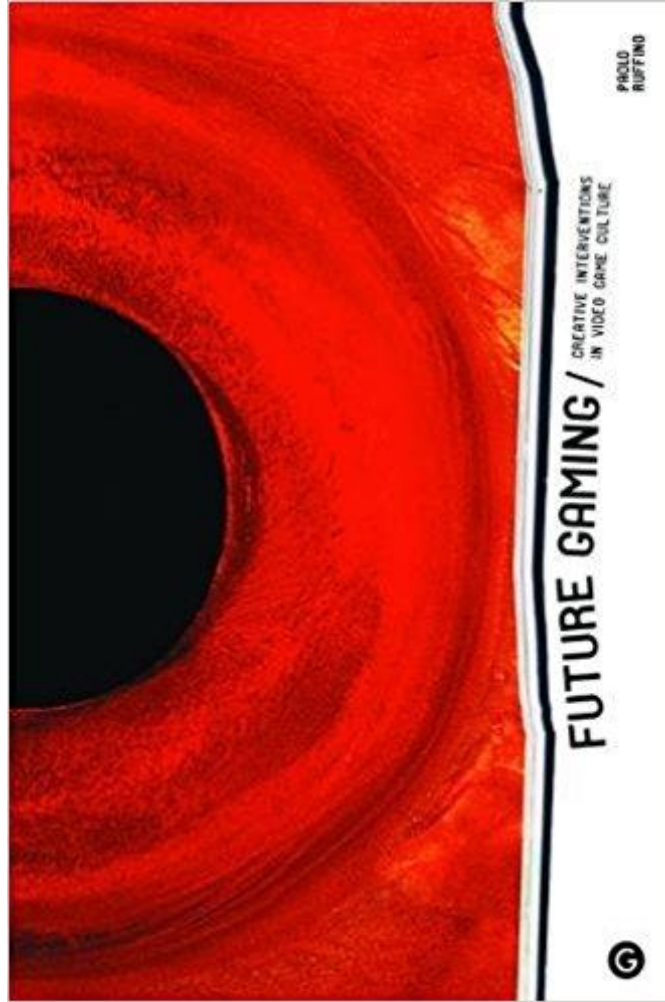Paolo Ruffino

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Future Gaming: Creative Interventions in Video Game Culture Spring 2018, London: Goldsmiths Press

Contents

Introduction: Creative Game Studies

1. Life after Gamification: How I Broke Up with Nike+ FuelBand

Further publications

Ruffino, P. (2017) "Engagement and the Quantified Self: Uneventful Relationships with Ghostly Companions" in *Self-Tracking: Empirical and Philosophical Investigations*, edited by Btihaj Ajana. London: Palgrave Macmillan, pp. 11-25.

Ruffino, P. (2016) "Games to Live With: Speculations Regarding NikeFuel" in *Digital Culture and Society*, Vol. 2 Issue 1/2016, *Quantified Selves and Statistical Bodies*, edited by Abend P. and Fuchs M., 153 – 160. Bielefeld: Transcript Verlag.

Fuchs, M., Schrape, N., Ruffino, P., Fizek, S. (2014), *Rethinking Gamification*, Meson Press, Lueneburg: Germany

2. Independent Gaming: Take Care of Your Own Video Game

Further publications

Ruffino, P. (2013) "Narratives of Independent Production in Video Game Culture" in *Loading… Journal of the Canadian Game Studies Association*, Vol 7 No. 11, pp. 106-121. Montreal: Canadian Game Studies Association
Ruffino, P. (2015) "When one is too many: Molleindustria and Paolo Pedercini." Aksioma – Institute for Contemporary Art, Ljubljana: Slovenia
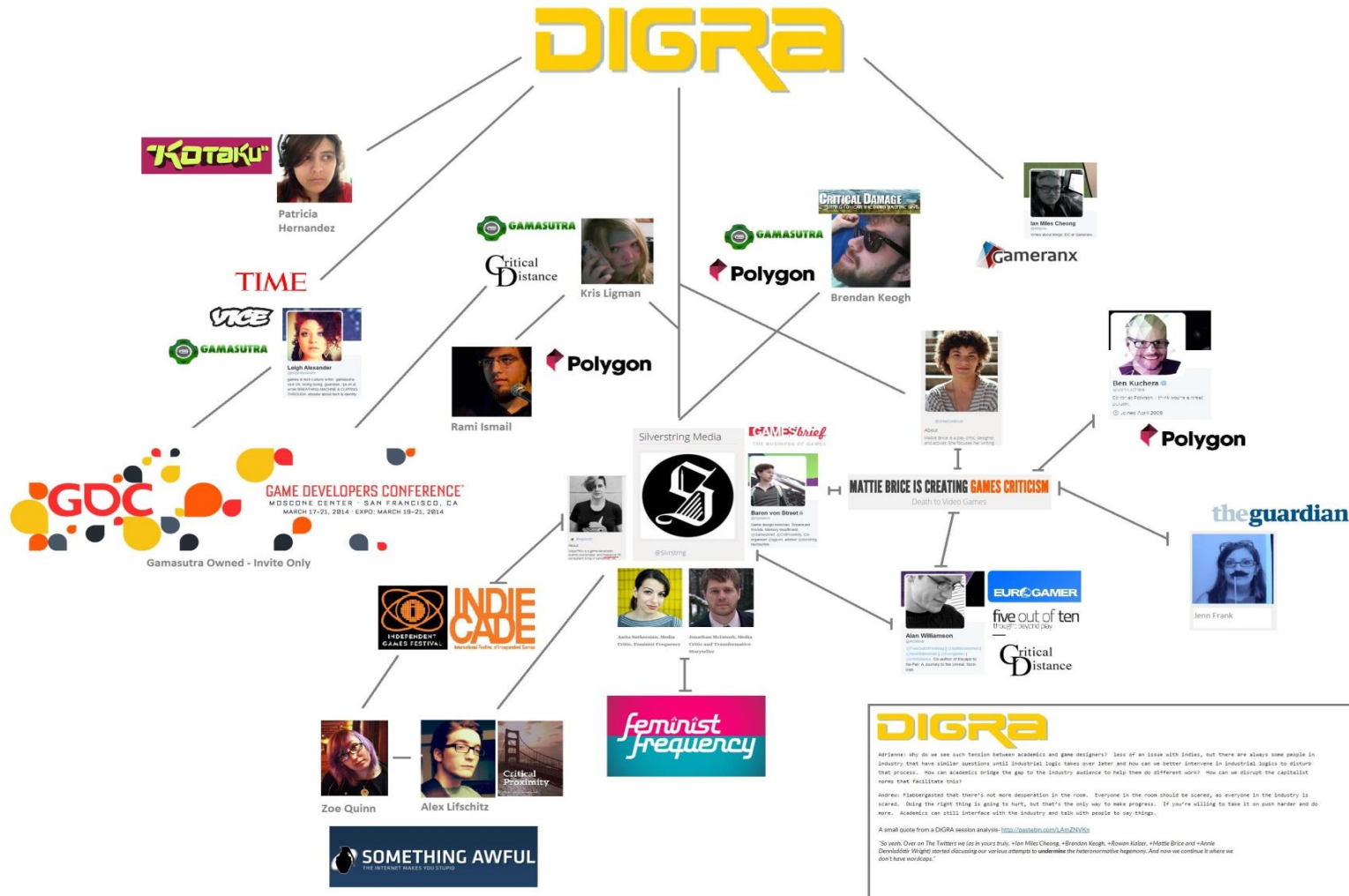
3. They Leak! Hacking PlayStation (as a) Network

4.   A History of Boxes: Game Archaeology and the Burial of E.T. the Extra-Terrestrial

5. GamerGate: Becoming Parasites to Gaming

CURRENT RESEARCH PROJECT

Gaming After Independence: Independent Game Development and the Creative Industries

British Academy / Leverhulme Small Research Grants

Arts and Humanities Research Council

(fingers crossed)

After Independence?

TIGA 2013, in the United Kingdom '83% of all studios that started up in 2011 and 2012 are independent (as opposed to publisher owned)'

Game Developers Conference 2013, survey involving 2,500 North American developers: 53% of them identified as 'indie'

Apperley and Golding 2015: independent game companies are now a large majority in the Australian game industry

Also see: Aphra Kerr *Global Games* (2017); Parker, Whitson and Simon (2017); Casey O'Donnell *Developer's Dilemma* (2014)

Creative Industries?

The video game industry has generally conformed to the patterns of production and publishing established in other cultural and creative industries (Kerr 2006, 43–74; 2017; Hesmondhalgh 2013, 358–62).

Creative individual as entrepreneur in the fashion, music and cinema industries (McRobbie 1998; 2016)

Method: Participant observation at festivals, workshops, and open-ended interviews

How independent developers make sense of their work under current conditions, and the bearing this has on the future of the industry.

How working practices, business models, and artistic practices are interconnected elements of contemporary games production.

Understand the anxieties of (indie?) developers, how they justify their life and career choices (Gregg 2011)

Independence as style and aesthetic (Juul 2014), while independence *as alternative* or as challenge to the game industry is instead naïve (Fisher 2009)

Where am I: interviews in London, Milan, Berlin

Future: Participation at festivals (depending on funding applications)

Apperley, Thomas and Dan Golding. 2015. Australia. In: Wolf M.J.P. (ed.) Video Games around the World. Cambridge, MA: MIT Press, pp. 57–70.

GDC. 2013. GDC State of the Industry research exposes major trends ahead of March show. February 28. Available at: http://www.gdconf.com /news/gdc_state_of_the_industry_rese/

TIGA. 2013. The UK Games Industry: Young, Independent and Mobile. TIGA.org, April
2nd. Available at: http://tiga.org/news/the-uk-games-industry-young-independentand-mobile

Juul, Jesper. 2014. High-tech Low-tech Authenticity: The Creation of Independent Style at the Independent Games Festival. In: Proceedings of the 9th international conference on the Foundations of Digital Games, 2014.

Kerr, Aphra. 2006. The Business and Culture of Digital Games. GameWork/Gameplay. London: Sage.

Kerr, Aphra. 2017. Global Games: Production, Circulation and Policy in the Networked Era. London: Routledge.

McRobbie A (1998) British Fashion design London: Routledge

McRobbie, Angela. 2016. Be Creative: Making a Living in the New Culture Industries. Cambridge: Polity Press

Hesmondhalgh, David. 2013. The Cultural Industries. 3rd Edition. London: Sage.

Fisher, Mark. 2009. Capitalist Realism: Is There No Alternative? Zero Books..

Gregg, Melissa. 2011. Work's Intimacy. Cambridge: Polity Press.

O'Donnell, Casey Developer's Dilemma: The Secret World of Videogame Creators