

Atari To Zelda Japans Videogames In Global Contexts

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Atari To Zelda Japans Videogames

Mia Consalvo provides a wonderfully insightful analysis into some of the ways Japan's videogames have been framed within global contexts. From the micro, DIY processes of players and indie scenes to corporate global localization strategies, Atari to Zelda offers a rich and multifaceted analysis of the complex and dynamic practices and ideologies at play.

Atari to Zelda: Japan's Videogames in Global Contexts (The ...

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Atari to Zelda : Japan's Videogames in Global Contexts by ...

The cover art of Mia Consalvo's Atari to Zelda could not have been chosen better: A pixelated reproduction of Hokusai's famous The Great Wave, it speaks to the tensions between the up-to-date topic of video games and orientalist images of Japan, between mere consumption and deeper understanding, between the local and the global. Throughout the book, Consalvo engages with questions about 'Japaneseness': What makes a video game Japanese?

Atari to Zelda: Japan's Videogames in Global Context ...

Mia Consalvo's Atari to Zelda: Japan's Video Games in Global Contexts is a welcome examination of how Japanese games reach audiences in the United States, and the choices and challenges game developers and distributors face in seeking to make that translation a successful one. The strength of the book lies in the later chapters focusing on specific strategies game studios and localization companies in Japan and North America use to navigate the challenge of shaping Japanese games for ...

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Atari to Zelda : Japan's videogames in global contexts. [Mia Consalvo] -- "In the early days of arcades and Nintendo, many players didn't recognize Japanese games as coming from Japan; they were simply new and interesting games to play.

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from Japan; they were simply new and interesting games to play. But since then, fans, media, and the ...

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For those who grew up in the 1980s or 1990s videogames and Japan can be seen as synonymous with one another. Whilst videogames were not a Japanese invention, it was only after the videogame crash of 1983 in North America that the medium shifted east and found its new (or for many true) home in Japan. For over 20 years Japan remained at the centre of the videogames medium, but

Review of Atari to Zelda Book: Japan's Videogames in ...

The Legend of Zelda is a 1986 action-adventure video game developed and published by Nintendo and designed by Shigeru Miyamoto and Takashi Tezuka. Set in the fantasy land of Hyrule, the plot centers on an elf-like boy named Link, who aims to collect the eight fragments of the Triforce of Wisdom in order to rescue Princess Zelda from the antagonist, Ganon.

The Legend of Zelda (video game) - Wikipedia

Movies and TV shows get remade all the time, but there's something extra special about a video game remake. Being able to revisit a beloved video game of yesteryear with modern revamped graphics ...

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