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This is a comprehensive book championing video gaming, the "fun, inc." of the 21st century. If you don't know much about the gaming industry, you've come to the right place. Here you'll learn about the creativity involved in making games, unusual games (fIOW, games for change), the history of video gaming, and the many uses of games (military, education, social action and awareness, etc.).

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Fun Inc. dispels these misconceptions, revealing that 40 per cent of all videogame players are women, that most of the bestselling console games of all time involve no real-world violence, and that World of Warcraft's online community of over 12m players is changing our understanding of what it means to be sociable.

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