



香港城市大學  
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## Whose game is it anyway? Interactive games, from mainstream to underground practices: &nbsp;industries-indies-artists-hackers-fan.

**Project Number:** 6000436

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**Abstract:**

To explore alternative approaches to video games and to assess the importance of using different conceptual tools drawn from cultural and critical theories. This helps students to make sense of the contemporary phenomena pertaining to video games (in and out what is usually considered as video games) in a new way that challenges the pre-existing conceptions that students have about what video games are.