

It has been ten years since video game giant Electronic Arts first released The Sims, the best-selling game that allows its players to create a household and then manage every aspect of daily life within it. And since its debut, gamers young and old have found ways to “mod” The Sims, a practice in which gamers manipulate the computer code of a game, and thereby alter it to add new content and scenarios. In *Players Unleashed!*—the first study of its kind—Tanja Sihvonen provides a fascinating examination of modding, tracing its evolution and detailing its impact on The Sims and the game industry as a whole. Along the way, Sihvonen shares insights into specific modifications and the cultural contexts from which they emerge.

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Amsterdam University Press, 2011 - 224? A compelling examination of the practice and implications of modding as they apply to the best-selling computer game The Sims. ????

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2011) Language: English ISBN-10: OF GAMING AMSTERDAM UNIVERSITY PRESS MEDIAMATTERS. BY TANJA SIHVONEN. PDF File: Players Unleashed Modding The Sims And The Culture Of Gaming Amsterdam University Press The book Players Unleashed!: Modding Players Unleashed! Modding The Sims and the Culture of Gaming Tanja Sihvonen Amsterdam University Press MediaMatters is a series published by Players unleashed! Amsterdam : Amsterdam University Press, 2011. Mediamatters. Viewed as a manifestation of participatory culture, modding makes PC games ultimately malleable: players reconfigure the game by creating new

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