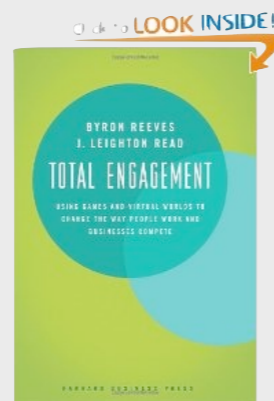


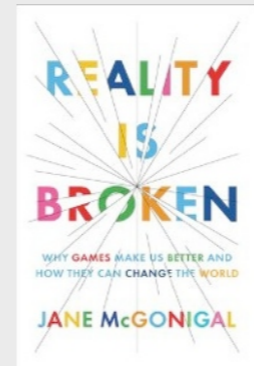
# Some *gameful* summer reading



Extra Lives: Why Video Games Matter



Total Engagement: Using Games and Virtual Worlds to Change the Way People Work and Businesses Compete



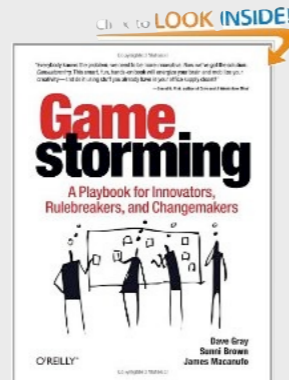
Reality Is Broken: Why Games Make Us Better and How They Can Change the World



Fun Inc.: Why Gaming Will Dominate the Twenty-First Century



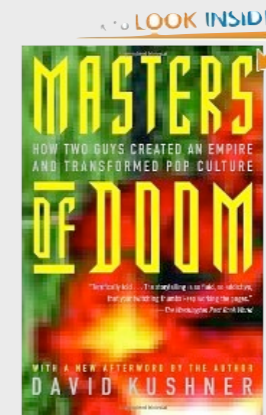
Changing the Game: How Video Games Are Transforming the Future of Business



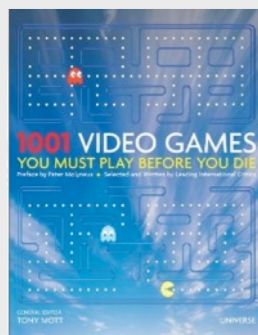
Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers



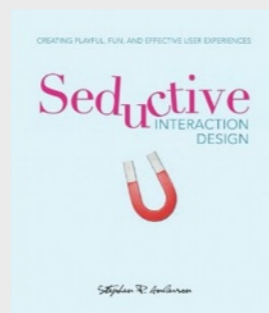
The Grasshopper: Games, Life and Utopia



Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture



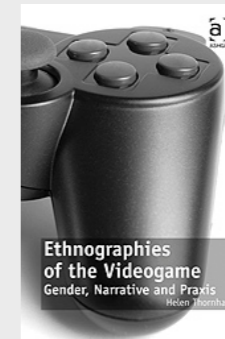
1001 Video Games You Must Play Before You Die



Seductive Interaction Design: Creating Playful, Fun, and Effective User Experiences



Game Usability: Advancing the Player Experience



Ethnographies of the Videogame