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The Counterfeit Coin

Videogames and Fantasies of Empowerment

by Christopher Goetz

DESCRIPTION

The Counterfeit Coin argues that games and related entertainment media have become almost inseparable from fantasy. In turn, these media are making fantasy itself visible in new ways. Though apparently asocial and egocentric—an internal mental image expressing the fulfillment of some wish—fantasy has become a key term in social contestations of the emerging medium. At issue is whose fantasies are catered to, who feels powerful and gets their way, and who is left out. This book seeks to undo the monolith of commercial gaming by locating multiplicity and difference within fantasy itself. It introduces and tracks three broad fantasy traditions that dynamically connect apparently distinct strata of a game (story and play), that join games to other media, and that encircle players in pleasurable loops as they follow these connections.

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