

# GDC : 06 : The Game Studies Download

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10. Cassidy, Gianna, et al. The Effects of Aggressive and Relaxing Popular Music on Driving Game Performance and Evaluation. Digital Games Research Association International Conference 2005. Read an excerpt: <http://tinyurl.com/7q6uq>. Request the full text: [Gianna.Cassidy@gcal.ac.uk](mailto:Gianna.Cassidy@gcal.ac.uk).
9. Hew, Kevin, Gibbs, Martin and Wadley, Greg. Usability and sociability of the Xbox Live voice channel. Australian workshop on Interactive Entertainment 2004. Read it: <http://tinyurl.com/dyjwu>.
8. Griffin, Steven. Push. Play: An Examination of the Gameplay Button. Digital Games Research Association International Conference 2005. Read it: <http://tinyurl.com/9afsy>.
7. Campanella Bracken, Cheryl, et al. Online video games and gamers' sensations of spatial, social, and co-presence. Future Play International 2005. Read it: <http://tinyurl.com/cmjse>.
6. Miller, Dale, Visser, Penny and Staub, Brian. How surveillance begets perceptions of dishonesty: the case of the counterfactual sinner. *Journal of personality and social psychology*, 2005, Vol. 89, No. 2, 117-128.
5. Nitsche, Michael. Games, Montage, and the First Person Point of View. Digital Games Research Association International Conference 2005. Read it: <http://tinyurl.com/bh2p8>.
4. Manninen, Tony and Kujanpää, Tomi. The Hunt for Collaborative War Gaming - CASE: Battlefield 1942. *The Journal of Game Studies*. 2005: 1. Read it: <http://tinyurl.com/7vgre>.
3. Jönsson, Erika. If looks could kill: An evaluation of eye tracking in computer games. Master's degree project, Royal Institute of Technology, 2005. Read it: <http://tinyurl.com/d947u>.
2. Yong Cao, Wen C. Tien, Petros Faloutsos, and Frédéric Pighin. Expressive speech-driven facial animation. *ACM Transactions on Graphics* (24) 4, pages 1283-1302. Read it: <http://tinyurl.com/7bof6>.
1. Ravaja, Niklas, et al. The Psychophysiology of Video Gaming: Phasic Emotional Responses to Game Events. Digital Games Research Association International Conference 2005. Read it: <http://tinyurl.com/7rsfz>.
0. Reeves, Stuart, Steve Benford, Claire O'Malley, and Mike Fraser. Designing the Spectator Experience. *ACM Conference on Computer-Human Interaction (CHI '05)*, pages 741--750. ACM Press, April 2005. Read it: <http://tinyurl.com/c2x98>.

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- MIA CONSALVO, Ph.D. studies **cheating** in games and **women's and couples' gameplay** at Ohio University. More information at [oak.cats.ohiou.edu/~consalvo](http://oak.cats.ohiou.edu/~consalvo).
- JANE MCGONIGAL, Ph.D. Cand. examines in-game **performance**, player **collaboration** and **pervasive** games at [www.avantgame.com/writings.html](http://www.avantgame.com/writings.html).

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- Ludology.org's links to game studies bloggers, research institutions, journals and more at <http://www.ludology.org/links.php>
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