



 Get Print Book

Dungeons and Desktops: The History of Computer Role-Playing Games

By Matt Barton



Download



Read Online

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton

Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as Dungeons & Dragons to the computer screen. This genre includes classics such as Ultima and The Bard's Tale as well as more modern games such as World of Warcraft and Guild Wars. Written in an engaging style for both the computer game enthusiast and the more casual computer game player, this book explores the history of the genre by telling the stories of the developers, games, and gamers who created it.



[Download Dungeons and Desktops: The History of Computer Rol ...pdf](#)



[Read Online Dungeons and Desktops: The History of Computer R ...pdf](#)

Dungeons and Desktops: The History of Computer Role-Playing Games

By Matt Barton

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton

Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as Dungeons & Dragons to the computer screen. This genre includes classics such as Ultima and The Bard's Tale as well as more modern games such as World of Warcraft and Guild Wars. Written in an engaging style for both the computer game enthusiast and the more casual computer game player, this book explores the history of the genre by telling the stories of the developers, games, and gamers who created it.

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton Bibliography

- Sales Rank: #910604 in Books
- Published on: 2008-02-22
- Original language: English
- Number of items: 1
- Dimensions: 9.10" h x 1.30" w x 6.50" l, 1.60 pounds
- Binding: Hardcover
- 451 pages

 [Download Dungeons and Desktops: The History of Computer Rol ...pdf](#)

 [Read Online Dungeons and Desktops: The History of Computer R ...pdf](#)

Download and Read Free Online Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton

Editorial Review

Review

"phenomenal, first-class job. Dungeons and Desktops is so insightful and thorough, it is a must-read for all RPG fans, and every RPG designer. Don't miss it!" -February 2008

"Dungeons & Desktops: The History of Computer Role-Playing games is an incredible tour-de-force of a recreational industry." -*The Midwest Book Review*, April 2008

"In a Gamasutra holiday bonus feature extracted from his new 'Dungeons & Desktops' book, author Matt Barton looks at 'The Silver Age' of role-playing games, from Richard Garriott's Ultima I through Sir-Tech's Wizardry and beyond." -www.gamasutra.com, May 2008

"...this is not a casual book - it's a very serious treatment of the genre ... Barton writes very well, as his language is neither pretentious nor dim-witted. He clearly loves his subject and does an excellent job of sharing his enthusiasm and insights with his readers. A real pleasure to read." -www.amazon.com - by Michael E. Strupp, May 2008

role-playing games have moved the traditional board game to the desktop, and includes a cast of popular games: while many books cover rules and playing, few provide the essential overall history of the genre's development and evolutionary process. DUNGEONS AND DESKTOPS: THE HISTORY OF COMPUTER ROLE-PLAYING GAMES surveys not only game development and milestones, but issues affecting the industry and playing computer role-playing games. From how players create and interact with characters to the ethics of good and evil in gameplaying, DUNGEONS AND DESKTOPS is an outstanding choice for any high school to college-level collection catering to computer gaming fans." -*California Bookwatch*, August 2008

"This . . . is not a programming manual, although the content is just as useful to the budding games programmer. . . . Dungeons & Desktops is a good reference and insight into the thoughts and implementations?both successful and not so successful?of some of the biggest and most resilient game designers, creators and publishers." -*The Game Creators Newsletter*, September 2008

Dungeons and Desktops: The History of Computer Role-playing Games chronicles the rise and fall of the Computer RPG industry, from Akalabeth to Zelda and everything in between. While the bulk of the book is devoted to the genre's 'Golden Age' in the late '80s and early '90s, author Matt Barton explores the entire history of CRPGs, from their origins in the mid '70s to the very recent past. While not entirely comprehensive, the book covers not only the major players and award-winners, but also dozens of obscure 'also-ran' as well as notable games in related genres. ... [T]he book is well worth picking up if you're a fan of CRPGs or fantasy games in general. -Michael Fiegel, Slashdot, July 2008

Listen to an interview with Matt Barton on a Phoenix radio show about games. -ChatterBox Video Game Radio, September 2008

"Without doubt, gamers will appreciate the game comparisons and the enormous detail Barton offers (especially if they are familiar with the games in question), as well as the quotations from famous (worshipped?) game designers. 'Older' gamers?those in their thirties?will hugely enjoy the nostalgic trip on which Dungeons & Desktops takes them Scholars and gamers alike, who might be interested in reviewing/analysing/playing earlier games, especially for the first time, will find the book an absolutely invaluable resource for sorting through what would be most productive and/or enjoyable. Hardcore CRPGers, of course, will love the book through and through. ... [Barton's] love of games and gaming is made apparent throughout the text, a quality of his writing much appreciated, at least by this reader. His credibility as a gamer is, ultimately, unquestionable." -Matthew S. S. Johnson, *Journal of Gaming and Virtual Worlds*, December 2008"

About the Author

Matt Barton is an assistant professor of English at St. Cloud State University in St. Cloud, Minnesota, where he teaches undergraduate and graduate courses in writing and technology. He is the co-founder of Armchair Arcade, a website dedicated to classic videogames and computers, and a frequent contributor to Gamasutra.com and Adventure Classic Gaming.

Users Review

From reader reviews:

Ricky Streeter:

It is possible to spend your free time to read this book this publication. This Dungeons and Desktops: The History of Computer Role-Playing Games is simple to develop you can read it in the park your car, in the beach, train and soon. If you did not possess much space to bring the particular printed book, you can buy often the e-book. It is make you much easier to read it. You can save the particular book in your smart phone. Consequently there are a lot of benefits that you will get when one buys this book.

Randy Johnson:

Beside that Dungeons and Desktops: The History of Computer Role-Playing Games in your phone, it can give you a way to get more close to the new knowledge or details. The information and the knowledge you might got here is fresh in the oven so don't become worry if you feel like an previous people live in narrow small town. It is good thing to have Dungeons and Desktops: The History of Computer Role-Playing Games because this book offers to you personally readable information. Do you often have book but you seldom get what it's interesting features of. Oh come on, that would not happen if you have this inside your hand. The Enjoyable option here cannot be questionable, similar to treasuring beautiful island. Techniques you still want to miss the idea? Find this book along with read it from right now!

Cynthia Necaise:

Is it you who having spare time in that case spend it whole day through watching television programs or just lying down on the bed? Do you need something totally new? This Dungeons and Desktops: The History of Computer Role-Playing Games can be the response, oh how comes? It's a book you know. You are and so out of date, spending your spare time by reading in this brand-new era is common not a geek activity. So what these textbooks have than the others?

Jacob Florence:

Many people said that they feel weary when they reading a publication. They are directly felt it when they get a half elements of the book. You can choose typically the book Dungeons and Desktops: The History of Computer Role-Playing Games to make your reading is interesting. Your own personal skill of reading talent is developing when you similar to reading. Try to choose straightforward book to make you enjoy to read it and mingle the opinion about book and looking at especially. It is to be 1st opinion for you to like to open up a book and learn it. Beside that the guide Dungeons and Desktops: The History of Computer Role-Playing

Games can to be your friend when you're really feel alone and confuse using what must you're doing of the time.

Download and Read Online Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton #BNOCIF12WXM

Read Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton for online ebook

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton books to read online.

Online Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton ebook PDF download

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton Doc

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton Mobipocket

Dungeons and Desktops: The History of Computer Role-Playing Games By Matt Barton EPub