



## Push Start: The Art of Video Games (Book & LP set with mp3 download) (English and German Edition)

*By Stephan Guenzel*

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Pac Man, Space Invaders, Tetris, and Super Mario Bros. are video game classics, and more than just reminiscences of an untroubled childhood. Challenging stories and characters, visual quality, and aesthetic experience make them successful examples of popular interactive design. They have become more than mere video games and can be regarded as a multimedia art form. Push Start outlines this graphical evolution from its beginnings, through the golden age of arcade video games, to the latest generation of game consoles. Fascinating artwork and screenshot prints of the most famous video games are featured, and the corresponding cult sounds from each game are included on a ten-inch vinyl with mp3 download, too. Push Start creates an expanding universe of game culture in which the worlds of emotion, reality, and art collide.

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### **Editorial Review**

#### **Review**

Push Start is a high production look back at the art of gaming. This is a gift of awe or a way to make visitors blush with envy. --Geek Native

Push Start is a book that all gamers should own [...] and a piece of art in its own right. This book is a monolith in both size and weight and it is something to be worshipped if you love video games from all generations. --Retro Videogamer

Push Start immediately screams quality. From its embossed pixellated front cover to its vinyl record-concealing back, each vividly colourful page recounts a classic title from days gone by. The back cover hides an amazing bonus, too - a 12 inch vinyl record filled with remixes of iconic themes and tunes from some of gaming history's most important and influential titles. --Retro Collect

#### **About the Author**

Stephan Guenzel is Professor of media theory at the Berlin Technical Art School. He previously taught at the Humboldt University of Berlin and at the universities of Jena, Klagfurt and Trier. From 2008 to 2010 he was coordinator of the Center for Computer Game Research (DIGAREC) and researcher at the institute for arts and media at the University of Potsdam.

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