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Computer games have become a major cultural and economic force, and a subject of extensive academic interest. Up until now, however, computer games have received relatively little attention from philosophy. Seeking to remedy this, the present collection of newly written papers by philosophers and media researchers addresses a range of philosophical questions related to three issues of crucial

importance for understanding the phenomenon of computer games: the nature of gameplay and player experience, the moral evaluability of player and avatar actions, and the reality status of the gaming environment. By doing so, the book aims to establish the philosophy of computer games as an important strand of computer games research, and as a separate field of philosophical inquiry.

The book is required reading for anyone with an academic or professional interest in computer games, and will also be of value to readers curious about the philosophical issues raised by contemporary digital culture.

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