Thinking Video Games: Finding a Niche in Academia
Community Conversations Panel

Selected items from the zotero.org group
http://www.zotero.org/groups/video_games_and_academia/items

*Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming.*


ACM digital library http://doi.acm.org/10.1145/1501750.1501834


ACM digital library http://doi.acm.org/10.1145/1240624.1240750


ZEIDMAN-KARPINSKI, Annie, David Baker, Rosemary Nigro, Lori Robare, and Duncan Barth. ““I didn’t believe you that being “written in librarian” made much difference. I was mistaken.” Lessons learned from starting a circulating video game collection at an academic library…” Book chapter. https://scholarsbank.uoregon.edu/xmlui/handle/1794/5924.