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Book Reviews

How Pac-Man eats

by Noah Wardrip-Fruin, Cambridge, MA, USA, MIT Press, (December 2020), 368 pp., \$35.00, £28.00 (Hardcover), ISBN: 9780262044653


Rainforest Scully-Blaker

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Culture. In a similar vein, editors Jessica Retis and Rosa Tsagarousianou (2019) compiled “The Handbook of Diasporas, Media, and Culture.” This recently published handbook is unquestionably timely increased scrutiny of migration movements given the happening around the globe. It charts across various areas relating to diasporic cultures, and media, and the several forms of diasporic organizations, expressions, and consumption. Covering broad terrain in the studies of digital media and migration from a gendered, postcolonial, and multi-disciplinary perspective, is the special issue, “Migration and Mobility in a Digital Age: (Re)Mapping Connectivity and Belonging,” in *Television & New Media* guest edited by Sandra Ponzanesi (2019). Two special issues worth keeping an eye out for include, “Media, Migration, Nationalism” guest-edited by scholars Koen Leurs and Tomohisa Hirata (forthcoming 2020) for the journal *Global Perspectives*, and “Migration, Digital Media and Emotion” guest-edited by Donya Alinejad and Sandra Ponzanesi for the *International Journal of Cultural Studies* (forthcoming 2021).

If readers would like to further engage with material as found within this volume and the aforementioned works, then they are also recommended to visit the work of scholars affiliated with the Diaspora and Media working group of the International Association for Media and Communication Research (IAMCR), and the Diaspora, Migration and the Media thematic session of the European Communication Research and Education Association (ECREA), from which it turned an idea into fruition.

All in all, this thematic volume spans across a diverse range of themes, voices, approaches and contexts ultimately making this an essential guide to all scholars and graduate students across disciplines working on media, migration and mobility, and displacement.

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Notes

1 Thought
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2 While Wardup-Fruin cites work from Ruberg and Murray, it is not in service of any larger discussion surrounding games and/as culture. He is clearly aware of these conversations; I only wish they were integrated into his work.

3 The author's definition of indies as "all those seeking to bring independent visions and voices to video games" seems outmoded and arguably limited the range of games analyzed (31). It also points to a larger quandary for games research—that of accounting for the sheer volume of tiny games in obscure corners of the Internet.

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