



Critical Studies in Media Communication >

Volume 37, 2020 - [Issue 3](#)

202 | 0  
Views | CrossRef citations to date | Altmetric

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

Pages 277-282 | Published online: 19 Jul 2020

Cite this article <https://doi.org/10.1080/15295036.2020.1791647>

Check for updates

Sample our  
Information Science  
Journals  
 >> [Sign in here](#) to start your access  
to the latest two volumes for 14 days

Full Article

Figures & data

References

Citations

Metrics

Reprints & Permissions

Read this article

Share

*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 multidisciplinary 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.

## References

Alinejad, D., & Ponzanesi, S. (forthcoming 2021). Migration, digital media and emotion. *International Journal of Cultural Studies*.

Leurs, K., & Ponzanesi, S. (2018). Connected migrants. *Popular Communication. The International Journal of Media and Culture*, 16(1), 1–85. <https://doi.org/10.1080/15405702.2017.1418359>

Leurs, K., & Tomohisa, H. (forthcoming 2020). Media, migration, nationalism. *Global Perspectives (Media and Communication Section)*.

Ponzanesi, S. (2019). Migration and mobility in a digital age: (Re)mapping connectivity and belonging. *Television & New Media*, 20(6), 547–557. <https://doi.org/10.1177/1527476419857687>

Retis, J., & Tsagarousianou, R. (Eds.). (2019). *The handbook of diasporas, media, and culture* (Global handbooks in media and communication research). John Wiley & Sons. <https://doi.org/10.1002/9781119236771>

Jeffrey Patterson  
Utrecht University, Utrecht, The Netherlands  
✉ jeffpatterson04@icloud.com

© 2020 Jeffrey Patterson  
<https://doi.org/10.1080/15295036.2020.1755096>



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

Those familiar with scholarship on games will know that there is no shortage of works which offer a framework to describe what games are and how best to design them for various ends. Academics from many fields have written about how these playable pieces of digital media

## Notes

1 Though, to be fair, *How Pac-Man Eats* does not invent new concepts, but rather fleshes out the author's earlier work with Michael Mateas (2009).

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.

Log in via your institution

➤ [Access through your institution](#)

Log in to Taylor & Francis Online

➤ [Log in](#)

Restore content access

➤ [Restore content access for purchases made as guest](#)

Purchase options \*

[Save for later](#)

PDF download + Online access

- 48 hours access to article PDF & online version
- Article PDF can be downloaded
- Article PDF can be printed

EUR 48.00

 [Add to cart](#)

Issue Purchase

- 30 days online access to complete issue
- Article PDFs can be downloaded
- Article PDFs can be printed

EUR 122.00

 [Add to cart](#)

## Related Research

People also read

Recommended articles

Cited by

### Information for

Authors

Open access

R&D professionals

Overview

Editors

Open journals

Librarians

Open Select

Societies

Dove Medical Press

### Opportunities

Help and information

Reprints and e-prints

Help and contact

Advertising solutions

Newsroom

Accelerated publication

All journals

Corporate access solutions

Books

### Keep up to date

Register to receive personalised research and resources  
by email

 Sign me up

  

  