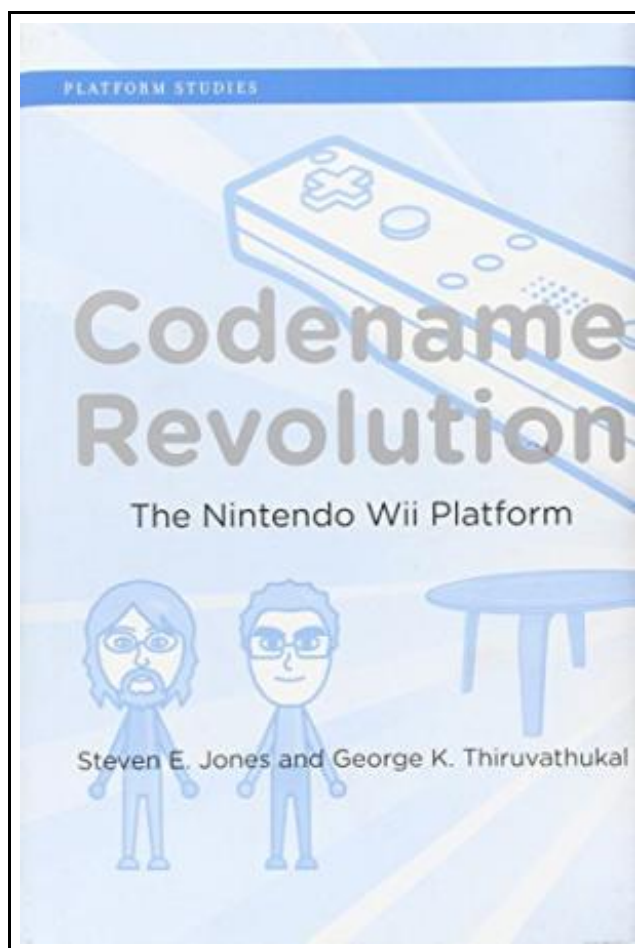


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MIT Press Ltd, United States, 2012. Hardback. Book Condition: New. 229 x 155 mm. Language: English . Brand New Book. The Nintendo Wii, introduced in 2006, helped usher in a moment of retro-reinvention in video game play. This hugely popular console system, codenamed Revolution during development, signaled a turn away from fully immersive, time-consuming MMORPGs or forty-hour FPS games and back toward family fun in the living room. Players using the wireless motion-sensitive controller (the Wii Remote, or Wiimote) play with their whole bodies, waving, swinging, swaying. The mimetic interface shifts attention from what s on the screen to what s happening in physical space. This book describes the Wii s impact in technological, social, and cultural terms, examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space. Each chapter of Codename Revolution focuses on a major component of the Wii as a platform: the console itself, designed to be low-powered and nimble; the iconic Wii Remote; Wii Fit Plus, and its controller, the Wii Balance Board; the Wii Channels interface and Nintendo s distribution system; and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space. Finally, the authors connect the Wii s revolution in mimetic interface gaming -- which eventually led to the release of Sony s Move and Microsoft s Kinect -- to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture.



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