

Contents

<i>List of Figures</i>	ix
<i>Acknowledgments</i>	xi
Introduction: Gaming Our Classrooms	1
Lore I: Literary Gaming	17
1 <i>ImmorTall</i>	21
2 <i>Tetris</i>	26
3 <i>The Beginner's Guide</i>	30
4 <i>Elder Scrolls IV: Oblivion</i>	34
5 <i>BioShock</i>	40
6 <i>Assassin's Creed</i>	48
7 <i>Undertale</i>	53
Side Quests I	58
Lore II: Literature and Video Games	64
8 <i>The Sims</i>	73
9 <i>The Walking Dead</i>	78

10	<i>Portal</i>	82
11	<i>Red Dead Redemption</i>	88
12	<i>Super Columbine Massacre RPG!</i>	93
13	<i>Dark Souls</i>	100
14	<i>NBA 2K18</i>	105
15	<i>Pokémon GO</i>	114
16	<i>Minecraft</i>	119
	Side Quests II	125
	Lore III: Gamifying Literature	132
17	<i>Loved</i>	139
18	<i>Animal Crossing: New Horizons</i>	143
19	<i>Dragon Age: Origins</i>	147
20	<i>Barbie Dreamtopia Adventure Games</i>	153
21	<i>Grand Theft Auto: San Andreas</i>	159
22	<i>Queers in Love at the End of the World</i>	165
23	<i>When Rivers Were Trails</i>	169
24	<i>Gone Home</i>	174
	Side Quests III	181
	Lore IV: Getting Messy	188
	<i>Index</i>	191