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- 96**      **Nature and Significance of Play as a Cultural Phenomenon** (1955)  
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- 122**      **The Definition of Play: The Classification of Games** (1962)  
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- 156**      **Shoot Club: The DOOM 3 Review** (2004)  
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- 172**      **Construction of a Definition** (1990)  
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- 192**      **I Have No Words & I Must Design** (1994)  
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- 212**      **The Cabal: Valve's Design Process for Creating Half-Life** (1999)  
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- 228**      **Semiotic Domains: Is Playing Video Games a "Waste of Time?"** (2003)  
James Gee
- 268**      **The Evil Summoner FAQ v1.0: How to Be a Cheap Ass** (2001)  
Mochan
- 296**      **Play and Ambiguity** (2001)  
Brian Sutton-Smith
- 314**      **A Theory of Play and Fantasy** (1972)  
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- 330**      **"Complete Freedom of Movement": Video Games as Gendered Play Spaces** (1998)  
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- 366**     **Formal Abstract Design Tools** (1999)  
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- 382**     **Game Theory** (1992)  
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- 410**     **Games and Design Patterns** (2005)  
Staffan Björk and Jussi Holopainen
- 438**     **Tools for Creating Dramatic Game Dynamics** (2005)  
Marc LeBlanc
- 460**     **Game Analysis: Centipede** (2001)  
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- 476**     **Unwritten Rules** (1999)  
Stephen Sniderman
- 504**     **Beyond the Rules of the Game: Why Are Rooie Rules Nice?** (1983)  
Linda Hughes
- 518**     **Changing the Game** (1978)  
Bernard DeKoven
- 538**     **The Design Evolution of Magic: The Gathering** (1993 | 2004)  
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- 558**     **Eyeball and Cathexis** (1983)  
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- 578**     **Frames and Games** (1983)  
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- 602**     **Bow, Nigger** (2004)  
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- 610**     **Cultural Models: Do You Want to Be the Blue Sonic or the Dark Sonic?** (2003)  
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*interstitial: Red vs. Blue*

- 642**      **Interaction and Narrative** (2000 | 2005)  
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- 670**      **Game Design as Narrative Architecture** (2004)  
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- 690**      **Adventure as a Video Game: Adventure for the Atari 2600** (1983–84)  
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- 714**      **Eastern Front (1941)** (2003)  
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- 728**      **The Lessons of Lucasfilm's Habitat** (1990)  
F. Randall Farmer and Chip Morningstar
- 754**      **Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs** (1996)  
Richard Bartle
- 788**      **Declaring the Rights of Players** (2000)  
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- 814**      **Virtual Worlds: A First-Hand Account of Market and Society  
on the Cyberian Frontier** (2001)  
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