

Agnès Gayraud. <i>Dialectic of Pop</i> . 2020.
Alex Custodio. <i>Who Are You? Nintendo's Game Boy Advance Platform</i> . 2020.
Annette Michelson (Rachel Churner, Ed.). <i>On the Wings of Hypothesis: Collected Writings on Soviet Cinema</i> . 2020.
Benjamin Stokes. <i>Locally Played: Real-World Games for Stronger Places and Communities</i> . 2020.
Bernard De Koven with Holly Gramazio. <i>The Infinite Playground: A Player's Guide to Imagination</i> . 2020.
Boy Vereecken (Ed.). <i>Herewith the Clues</i> . 2019.
Bruce Bennett. <i>Cycling and Cinema</i> . 2019.
Carl Therrien. <i>The Media Snatcher: PC/CORE/TURBO/ENGINE/GRAFX/16/CDROM2/SUPER/DUO/ARCADE/RX</i> . 2019.
Christopher A. Paul. <i>Free-to-Play: Mobile Video Games, Bias, and Norms</i> . 2020.
Geoffrey Engelstein. <i>Achievement Relocked: Loss Aversion and Game Design</i> . 2020.
Graham Duff. <i>Foreground Music: A Life in Fifteen Gigs</i> . 2019.
Jay David Bolter. <i>The Digital Plenitude: The Decline of Elite Culture and the Rise of New Media</i> . 2019.
Jenny Sundén, Susanna Paasonen. <i>Who's Laughing Now? Feminist Tactics in Social Media</i> . 2020.
Jesper Juul. <i>Handmade Pixels: Independent Video Games and the Quest for Authenticity</i> . 2019.
Jim Peterson. <i>The Elusive Shift: How Role-Playing Games Forged Their Identity</i> . 2020.
Joe Muggs, Brian David Stevens. <i>Bass, Mids, Tops: An Oral History of Sound System Culture</i> . 2020.
John Sharp, David Thomas. <i>Fun, Taste, &amp; Games: An Aesthetics of the Idle, Unproductive, and Otherwise Playful</i> . 2019.
Jon Peterson. <i>Game Wizards: The Epic Battle for Dungeons &amp; Dragons</i> . 2021.
Julian Togelius. <i>Playing Smart: On Games, Intelligence, and Artificial Intelligence</i> . 2019.
Ken Hollings. <i>Inferno, Volume 1: The Trash Project</i> . 2020.
Kristine Jørgensen, Faltin Karlsen (Eds.). <i>Transgression in Games and Play</i> . 2019.
Larissa Hjorth, Ingrid Richardson. <i>Ambient Play</i> . 2020.
Maria Eriksson, Rasmus Fleischer, Anna Johansson, Pelle Snickars, Patrick Vonderau. <i>Spotify Teardown: Inside the Black Box of Streaming Music</i> . 2019.
Mark Sinker (Ed.). <i>A Hidden Landscape Once a Week: The Unruly Curiosity of the UK Music Press in the 1960s-80s, in the words of those who were there</i> . 2019.
Melanie Swalwell. <i>Homebrew Gaming and the Beginnings of Vernacular Digitality</i> . 2021.
Mia Consalvo, Christopher A. Paul. <i>Real Games: What's Legitimate and What's Not in Contemporary Videogames</i> . 2019.
Michael Dezuanni. <i>Peer Pedagogies on Digital Platforms: Learning with Minecraft Let's Play Videos</i> . 2020.
Noah Wardrip-Fruin. <i>How Pac-Man Eats</i> . 2020.

Peter Bebergal. *Appendix N: The Eldritch Roots of Dungeons and Dragons* . 2021.

Roy Christopher (Ed.). *Boogie Down Predictions: Hip-Hop, Time, and Afrofuturism* . 2021.

Sharon Dolin. *Hitchcock Blonde: A Cinematic Memoir* . 2020.

Shira Chess. *Play like a Feminist* . 2020.

Stefan Werning. *Making Games: The Politics and Poetics of Game Creation Tools* . 2021.

Stephen Thrower, Julian Grainger. *Flowers of Perversion, Volume 2: The Delirious Cinema of Jesús Franco* . 2019.

Stephen Thrower, Julian Grainger. *Murderous Passions, Revised And Expanded Edition, Volume 1: The Delirious Cinema of Jesús Franco* . 2020.

Susanna Paasonen, Kylie Jarrett, Ben Light. *NSFW: Sex, Humor, and Risk in Social Media* . 2019.

Tim Linward. *Grimdark: A Very British Hell* . 2021.

William Fowler, Vic Pratt. *The Bodies Beneath* . 2019.