Hybrid Play

This book explores hybrid play as a site of interdisciplinary activity—one that is capable of generating new forms of mobility, communication, subjects, and artistic expression as well as new ways of interacting with and understanding the world.

The chapters in this collection explore hybrid making, hybrid subjects, and hybrid spaces, generating interesting conversations about the past, current, and future nature of hybrid play. Together, the authors offer important insights into how place and space are co-constructed through play; how, when, and for what reasons people occupy hybrid spaces; and how cultural practices shape elements of play and vice versa.

A diverse group of scholars and practitioners provide a rich interdisciplinary perspective, which will be of great interest to those working in the areas of games studies, media studies, communication, gender studies, and media arts.

Adriana de Souza e Silva is a Professor of Communication at NC State University. Dr. de Souza e Silva works in the fields of mobile communication and internet studies, with a particular focus on how location-based technologies help us make sense of our interactions with public spaces and society.

Ragan Glover-Rijkse is a PhD student in the Communication, Rhetoric, and Digital Media program at NC State University. Her research considers the intersections between mobile media, infrastructures, and space/place.

Routledge Advances in Game Studies

New Perspectives on the Social Aspects of Digital Gaming
Multiplayer 2
Edited by Rachel Kowert and Thorsten Quandt

Fans and Videogames
Histories, Fandom, Archives
Edited by Melanie Swalwell, Helen Stuckey and Angela Ndalianis

Identity and Play in Interactive Digital Media
Ergodic Ontogeny
Sara M. Cole

Videogames, Identity and Digital Subjectivity
Rob Gallagher

Evolutionary Psychology and Digital Games
Digital Hunter-Gatherers
Edited by Johannes Breuer, Daniel Pietschmann, Benny Liebold, and Benjamin P. Lange

The Playful Undead and Video Games
Critical Analyses of Zombies and Gameplay
Edited by Stephen J. Webley and Peter Zackariasson

Hybrid Play
Crossing Boundaries in Game Design, Player Identities and Play Spaces
Edited by Adriana de Souza e Silva and Ragan Glover-Rijkse

For more information about this series, please visit: https://www.routledge.com

Hybrid Play

Crossing Boundaries in Game Design, Player Identities and Play Spaces

Edited by
Adriana de Souza e Silva and
Ragan Glover-Rijkse

Routledge
Taylor & Francis Group
LONDON AND NEW YORK

First published 2020
by Routledge
2 Park Square, Milton Park, Abingdon, Oxon OX14 4RN

and by Routledge
52 Vanderbilt Avenue, New York, NY 10017

Routledge is an imprint of the Taylor & Francis Group, an informa business

© 2020 selection and editorial matter, Adriana de Souza e Silva and Ragan Glover-Rijkse; individual chapters, the contributors

The right of Adriana de Souza e Silva and Ragan Glover-Rijkse to be identified as the authors of the editorial material, and of the authors for their individual chapters, has been asserted in accordance with sections 77 and 78 of the Copyright, Designs and Patents Act 1988.

All rights reserved. No part of this book may be reprinted or reproduced or utilised in any form or by any electronic, mechanical, or other means, now known or hereafter invented, including photocopying and recording, or in any information storage or retrieval system, without permission in writing from the publishers.

Trademark notice: Product or corporate names may be trademarks or registered trademarks, and are used only for identification and explanation without intent to infringe.

Library of Congress Cataloging-in-Publication Data
A catalog record has been requested for this book

ISBN: 978-0-367-42778-8 (hbk)
ISBN: 978-0-367-85505-5 (ebk)

Typeset in Sabon
by codeMantra

To Rafa, who loves games so much [Adriana]

To Ida Sue Glover and Barbara O. Glover, inspiring strong women [Ragan]

Taylor & Francis
Taylor & Francis Group
http://taylorandfrancis.com

Contents

List of figures ix
List of contributors xi
Acknowledgments xvii
Hybrid Play Glossary xxi

Introduction: understanding hybrid play 1
ADRIANA DE SOUZA E SILVA AND RAGAN GLOVER-RIJKSE

PART I
Hybrid making 13

1 You start it: a dialogue with Nick Tandavanitj from Blast Theory 15
RAGAN GLOVER-RIJKSE

2 Keeping coherence across thresholds: a narrative perspective on hybrid games 30
DAVIDE SPALLAZZO AND ILARIA MARIANI

3 Training perceptions through play: a case for building interactive autoethnographic experiences through Twine 47
KRISTINA BELL

4 En(Twine)d: a feminist software analysis 65
SARAH EVANS

PART II
Hybrid subjects 79

5 The hybrid agency of hybrid play 81
FRANS MÄYRÄ

6 Casual bodies are hybrid bodies 98
SHIRA CHESS

7 Hybrid play in edutainment: a media archaeology approach to *Math Blaster!* 112
CLAIRE CARRINGTON

8 Subjectivation in the making: the hybrid logics of productivity and play in the university makerspace 127
JESSICA ELAM AND STEPHEN B. CROFTS WILEY

PART III
Hybrid spaces 149

9 Haptic play: understanding hybrid play through *Pokémon GO* 151
LARISSA HJORTH, INGRID RICHARDSON, AND JORDI PIERA-JIMENEZ

10 How we deal with dark souls: the aesthetic category as a method 167
CAMERON KUNZELMAN

11 #HushHarbors: *Get Out*, memes, and Twitter 182
KATREENA E. ALDER

12 "You broke *Minecraft*": hybrid play and the materialization of game spaces through mobile *Minecraft* 199
JOEL SCHNEIER

Index 217