



TRIGGER HAPPY VIDEOGAMES AND THE ENTERTAINMENT REVOLUTION



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Trigger Happy 17 their market preeminence, because Sony wasn't happy about being messed around with by the arrogant Mario machine, and decided to go it alone and muscle in on the videogames business themselves. Thus the Sony PlayStation was born. On its launch in 1995 it blew Sega's new machine, the Saturn, out of the water.

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### **Trigger Happy Videogames And The Entertainment Revolution**

The Edge calls Trigger Happy a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film.

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Trigger Happy is a book about the aesthetics of videogames what they share with cinema, the history of painting, or literature; and what makes them different, in terms of form, psychology and semiotics.

### **Steven Poole - Trigger Happy: The Inner Life of Videogames**



## TRIGGER HAPPY VIDEOGAMES AND THE ENTERTAINMENT REVOLUTION

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Trigger Happy is a book by Steven Poole, examining videogames in terms of their aesthetic appeal - what makes certain games more fun to play than others. It covers aspects such as the effective use of space and perspective in videogames, rewards and progression through games, the design of an appealing video game character and the debate over violence in games.