

# **Best Before: Videogames, Supersession And Obsolescence**

**By James Newman**

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Newman, James; . Best before : videogames, supersession and obsolescence. Best Before examines how the videogames industry's retail,

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James Newman is Professor of Digital Media and cultures including Playing with Videogames (2008) and Best Before: Videogames, Supersession and Obsolescence

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### **Best Before: videogames, supersession and -**

Newman, J (2012) Best Before: videogames, supersession and obsolescence. Routledge, Abingdon. ISBN 9780415577915

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the simple fact is that videogames are disappearing. Most obviously, Best Before Videogames, Supersession and Obsolescence. Erscheinungsjahr: Seitenanzahl: Seiten:

### **Video game - Wikipedia, the free encyclopedia -**

Casual games as a format existed long before the term was coined and include video to attract and retain the best James Paul (2003). What Video

### **Editions of Best Before: Videogames, Supersession -**

Editions for Best Before: Videogames, Supersession and Obsolescence: 0415577926 (Paperback published in 2012), (Kindle Edition published in 2012), 11365

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In his book Best Before: Videogames, Supersession and Obsolescence, James Newman argues that game remakes are the result of planned obsolescence imposed on gaming by

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James Newman Subject Leader for pp. 161166) while his book 'Best Before: videogames, supersession and Alongside his work on videogames, James is an active

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### **James Newman | Media Futures Research Centre | -**

James Newman is Professor of Digital videogames, supersession and obsolescence was published by Routledge in Professor James Newman Title: Before it's too

### **Adri n Maldonado | University of Chester | Book -**

Best Before: Videogames, Supersession and Obsolescence (2012) by James Newman more. by Adri n Maldonado. Publication Date: Apr 3, 2014 Publication Name: Almost

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Best Before: The Red Queen Dilemma of Preserving Video Games? by Staffan Bj rk.

Best Before: videogames, supersession and obsolescence. James Newman, 2012.

### **Research output | Media Futures Research Centre -**

Newman, J. (2013) Videogames Best Before: videogames supersession and obsolescence, (2010) Saving videogames: supersession,

### **Unity ( video game) - Wikipedia, the free -**

Unity was a video game being developed by Jeff Minter and Lionhead Studios for the Nintendo GameCube system. It was in development from the beginning of 2003 until

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