

Gaming and the Virtual Sublime

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Gaming and the Virtual Sublime: Rhetoric, Awe, Fear, and Death in Contemporary Video Games

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Abbreviations

AC:Or	Assassin's Creed: Origins
E:D	Elite Dangerous
FANF	Five Nights at Freddy's
GOW	God of War
GTA V	Grand Theft Auto V
Odyssey	Assassin's Creed: Odyssey
PoP:SoT	Prince of Persia: Sands of Time
RDO	Red Dead Online
RDR2	Red Dead Redemption 2
Sekiro	Sekiro: Shadows Die Twice
SH2	Silent Hill 2
SMG	Super Mario Galaxy
TDC	That Dragon, Cancer
Isaac	The Binding of Isaac
TWD	The Walking Dead
W3:WH	The Witcher 3: The Wild Hunt
NPC	Non-player character (an in-game character who is other to your avatar and controlled by the game)

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Author Biography

Dr. Matthew Spokes is an Associate Dean for Sociology and Criminology at York St. John University. He has published a number of pieces on video games, including work on structural violence, pro-social behaviour, procedural rhetoric, methodological approaches, and narrative architecture and mortality.

His previous book was *Death, Memorialization and Deviant Spaces* (Spokes, Denham and Lehmann), published as part of Emerald 'Death and Culture' series.

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