

The background of the book cover is a dark, atmospheric scene with a teal-blue tint. It depicts a dense forest of tall, slender trees. In the center, a figure in a dark, tactical suit with glowing red eyes stands prominently. In the background, several other similar figures are visible, some appearing to be in motion. The overall mood is mysterious and slightly ominous.

# GAMING AND THE VIRTUAL SUBLIME

*Rhetoric, Awe, Fear, and Death in  
Contemporary Video Games*

**MATTHEW SPOKES**

# Gaming and the Virtual Sublime

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

**MATTHEW SPOKES**

*York St. John University, UK*



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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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