文学研究

# 21世纪初西方数码游戏本体研究概览

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## Ontology Research of Western Digital Games at the Beginning of 21st Century

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全文: PDF (610 KB)　HTML (1 KB)　输出: BibTeX | EndNote (RIS)　背景资料

摘要 数码游戏是传统艺术、游戏活动和信息科技等要素在特定历史条件下彼此结合的产物。经过半个多世纪的发展，它已经成为文化产业的重要组成部分，并给理论工作者提出了诸多新的研究课题。近年来，西方学者试图从历史渊源、外部联系和内部分类等角度为数码游戏寻找恰当定位，其理论成果值得我们借鉴。

关键词： 数码游戏　艺术　西方文论

Abstract： Digital games are a combination of factors of traditional arts,games and information technology in specific historical conditions.After the development of more than half century,it has become an important part of culture industry,and provides theoretical researchers with many new research subjects.In recent years,experts in western country have analyzed digital games from their history,external relations and internal categories,and the theoretical achievements are worthy of being taken advantage of.

Key words： digital games　arts　western literary theories

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