

Video Game Spaces

**Image, Play, and Structure
in 3D Game Worlds**

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Portions of the work presented here are based on published material: section 5.5 (The Concept of the Monomyth) and section 11.2 (Labyrinths and Mazes) draw from a chapter in *Playing the Universe, Games and Gaming in Science Fiction* (Nitsche 2007b), section 9.1 (Focalization in Games) is based on my paper for Future Play 2005 (Nitsche 2005b), section 7.6 (Performing Cameras)

is informed by a chapter in *New Visions in Performance: The Impact of Digital Technologies* (Nitsche and Thomas 2004), and the idea of story maps in section 13.3 was already introduced in a paper for the International Conference on Virtual Storytelling (Nitsche and Thomas 2003). These last two publications were coauthored by Maureen Thomas.

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