#### **Contents**

Regina Seiwald and Ed Vollans

Introduction: Video games as networked texts —— 1

### Section 1: Games and paratexts - a theoretical approach

Regina Seiwald

De-centralising the text: The text–paratext relationship of video games —— 15

Esther Wright

Paratexts, "authenticity," and the margins of digital (game) history — 33

# Section 2: **History as game paratext and games as historical paratexts**

Iain Donald, Andrew James Reid

Account, accuracy, and authenticity: A framework for analysing historical narrative in games —— 57

Nick Webber

The past as (para)text – relating histories of game experience to games as texts —— 81

#### Section 3: Game reception and paratexts

Michael Pennington

Histories of *Hearts of Iron IV*: Understanding the past(s) through HOI4 Wiki —— 101

E. Charlotte Stevens

Video game fanvids as paratexts and as texts — 119

## Section 4: Game production and paratexts

Alan Galey and Ellen Forget

Video games with footnotes: Understanding in-game developer commentary —— 139

Ed Vollans

Artefact, advert, or advertising? Getting to grips with game trailers —— 161

Alison Harvey

Making sense of gameswork: University marketing materials as games paratexts —— 177

## Section 5: Paratextual practices of play

Esther MacCallum-Stewart

"On a scale of 1–5, what floor are you on?" Practising methodologies of fun and play with transformative communities —— 197

Regina Seiwald, Ed Vollans

Conclusion —— 217

Glossary --- 221

Author information - 223