



ATTRAVERSO I LIBRI, I LUOGHI, IL REALE E L'IMMAGINARIO

Modulo 1 Letteratura e Videogiochi

a cura di Matteo Gaspari (Hamelin Associazione Culturale)

LUDOGRAFIA CONSIGLIATA

Introduzione

Super Mario Bros. (Nintendo, 1985)
Tetris (Aleksij Leonidovič Pažitnov, 1984)
Keep Talking and Nobody Explodes (Steel Crate Games, 2015)
Call of Duty: Modern Warfare 2 (Infinity Ward, 2009)
Cities: Skyline (Colossal Order, 2015)
Into the Breach (Subset Games, 2018)
Final Fantasy VII – Remake (Square Enix, 2020)
Minecraft (Mojang, 2011)

Narratività, dissonanza e assonanza ludonarrativa

Pac-Man (Namco, 1980)
The Witcher 3: Wild Hunt (CD Project RED, 2015)
The Last of Us (Naughty Dog, 2013)
Ico (Team Ico, 2001)
Brothers – A tale of two Sons (Starbreeze Studios, 2013)
[https://store.steampowered.com/app/225080/Brothers A Tale of Two Sons/](https://store.steampowered.com/app/225080/Brothers_A_Tale_of_Two_Sons/)
What Remains of Edith Finch (Giant Sparrow, 2017)
[https://store.steampowered.com/app/501300/What Remains of Edith Finch/](https://store.steampowered.com/app/501300/What_Remains_of_Edith_Finch/)

La forma delle storie, narrazione procedurale ed emergente

Pokémon saga (Games Freak, 1996 – in corso)
Middle Earth – Shadow of Mordor (Monolith Productions, 2014)
Middle Earth – Shadow of War (Monolith Productions, 2017)
Far Cry saga (Ubisoft, 2004 – in corso)
The Legend of Zelda – Breath of the Wild (Nintendo, 2017)
The Stanley Parable (Galactic Café, 2013)
[https://store.steampowered.com/app/221910/The Stanley Parable/](https://store.steampowered.com/app/221910/The_Stanley_Parable/)

Violenza videoludica, intrattenimento eudemonico

September 12th: A Tow World (Gonzalo Frasca, 2003)
Spec Ops: The Line (Yager Development, 2012)
This War of Mine (11 bit studios, 2014)
[https://store.steampowered.com/app/282070/This War of Mine/](https://store.steampowered.com/app/282070/This_War_of_Mine/)



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Altri consigli di gioco

Bury Me, my Love (The Pixel Hunt, 2017)

https://store.steampowered.com/app/808090/Bury_Me_My_Love/

Journey (Thatgamecompany, 2012)

<https://store.steampowered.com/app/638230/Journey/>

Papers, Please (Lucas Pope, 2013)

https://store.steampowered.com/app/239030/Papers_Please/

Frostpunk (11 bit studios, 2018)

<https://store.steampowered.com/app/323190/Frostpunk/>

Inside (Playdead, 2016)

https://store.steampowered.com/bundle/1837/INSIDE_LIMBO/

Limbo (Playdead, 2010)

[assieme a Inside]

Little Nightmares (Tarsier Studios, 2017)

https://store.steampowered.com/app/424840/Little_Nightmares/

Dear Esther (The Chinese Room, 2012)

https://store.steampowered.com/app/203810/Dear_Esther/

Everybody's Gone to the Rapture (The Chinese Room - SCE Santa Monica Studio, 2015)

https://store.steampowered.com/app/417880/Everybodys_Gone_to_the_Rapture/

Gone Home (Fullbright, 2013)

https://store.steampowered.com/app/232430/Gone_Home/

That Dragon, Cancer (Numinous Games, 2016)

https://store.steampowered.com/app/419460/That_Dragon_Cancer/