

Contents

Preface	ix
1 Introduction	1
2 High-Tech Low-Tech Authenticity: The Creation of Independent Style at the Independent Games Festival	31
3 A Selective History of Independent Games	57
4 How to Make an Independent Game	125
5 The Aesthetics of the Aesthetics of the Aesthetics of Video Games	187
6 Who Cares If It's a Game?	211
7 Conclusions: Independent Evermore	237
Notes	257
References	283
Index	311