



Death by Video Game: Danger, Pleasure, and Obsession on the Virtual Frontline (Hardback)

By Simon Parkin

Melville House Publishing, 2016. Hardback. Condition: New. Language: English . Brand New Book. The finest book on video games yet. Simon Parkin thinks like a critic, conjures like a novelist, and writes like an artist at the height of his powers which, in fact, he is. Tom Bissell, author of *Extra Lives: Why Video Games Matter* On January 31, 2012, a twenty-three-year-old student was found dead at his keyboard in an internet cafe while the video game he had been playing for three days straight continued to flash on the screen in front of him. Trying to reconstruct what had happened that night, investigative journalist Simon Parkin would discover that there have been numerous other incidents of death by video game. And so begins a journey that takes Parkin around the world in search of answers: What is it about video games that inspires such tremendous acts of endurance and obsession? Why do we so thoroughly lose our sense of time and reality within this medium? How in the world can people play them . . . to death? In *Death by Video Game*, Parkin examines the medical evidence and talks to the experts to determine what may be happening, and...

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