## **Contents**

Alenda Y. Chang

Preface —— 1

Nathalie Aghoro

Video Game Ecologies and Culture: An Introduction —— 7

Nicole Schneider

Gaming Past the Anthropocene: Relationality, Kinship, and Capitalist Ruins in *Song of Bloom, Never Alone*, and *World of Goo* —— 23

**Burak Sezer** 

A Contract with a Leviathan: Abyssal Ecologies in Subnautica ---- 45

Max José Dreysse Passos De Carvalho **Subnautica**, Flow, and the Shackles of Convention —— 71

Aline Conceição Job da Silva

Fractured Worlds in Video Games: The Coloniality of Power in Narrative Tropes and Game Mechanics —— 89

Kübra Aksay

Recording Nature in *Alba: A Wildlife Adventure* and *Season: A Letter to the Future* —— 109

Rebecca Käpernick

On (In)Fertile Ground: Postapocalypse and the Maternal in *The Last of Us Part II, Horizon Zero Dawn*, and *Horizon Forbidden West* —— 127

Angelina Skuratova

Disruptive Imaginations: Chronotopic Time Loops and Environmental Agency in *Sky: Children of the Light* —— 147



VI — Contents

Stefan Schubert

Feeling Nature: Ludoaffective Dissonance and Harmony in Survival Video

Games —— 165

**Miguel Sicart** 

Postscript: Playing at the End of a World —— 183

List of Contributors —— 193

Index —— 195