Content

Ruins and the Contemporary

Introduction

Mathias Fuchs and Daniel Vella

I Ruins as Idea

Videogames, Wastelands and War

Rethinking Possibility Spaces
Souvik Mukherjee 17

Gaming in Ruins

Alienation and Hope in *NieR: Automata*Timothy Welsh 33

"This Whole Place is Built from Ghosts"

Playfully Imagining Community and Hope in the Ruins of Capitalism in *Citizen Sleeper Ian Sturrock* 51

Ruin

A Call to Becoming-at-Home Again

Daniele Monaco 69

II Ruins as Image

Moving Image. Changing Landscape

Trevor Borg 95

Allegorical Ruins and the Possibilities of Human Futures

A Case Study of the Game Lifeless Planet
Caio Tulio Olimpio Pereira da Costa
and Ana Laura Matos Torquato

111



The Ruins Of Home, Hearth, Kingdom, and Man in *Breaking Bad*

Ruins, Ruination and Ruin Porn in 'The ABQ' *Michael J.T. Stock* 131

"A Beachfront Property in Gaza is Not a Dream"

Utopia, the Digital, and the Image of the Ruin in Palestine

Daniel Vella 147

III Ruined Places

A Performance of Decay

Amitesh Grover's Site-Specific Theatre, *The Money Opera*Rahul Bishnoi 167

Paratextual Anarchaeology

Revisiting WildStar Through its Residual Traces

James Manning and Lawrence May 177

Post-Apocalyptic Ruins in Digital Games as Indexical Storytelling Devices

Romi Sofia Abatangelo 203

Biographical Notes 219