

Table of Contents

Preface

Gundolf S. Freyermuth | 7

Acknowledgments

Jimena Aguilar Rodríguez, Federico Alvarez Igarzábal, Michael S. Debus,
Curtis L. Maughan, Su-Jin Song, Miruna Vozaru, Felix Zimmermann | 11

MENTAL HEALTH

Play, Games, Mental Health

An Introduction

Federico Alvarez Igarzábal, Michael S. Debus,
Curtis L. Maughan, Su-Jin Song | 15

Gaming Disorder – a “lousy” and “meaningless” label

Rune Kristian Lundedal Nielsen | 21

Protecting the Youth by Controlling the Ludic

Indexing Practices in 1980s West Germany

Nils Bühler | 35

Mindspaces

The Mind as a Visual and Ludic Artifact

Anh-Thu Nguyen | 51

Reclaiming Agency

Engaging Non-Human Agency for a Nuanced Portrayal
of Mental Distress and Recovery

Miruna Vozaru | 63

Digital Fictions: Towards Designing Narrative

Driven Games as Therapy

Natali Panic-Cidic | 77

Gamification and Mobile Apps: Allies in Reducing Loneliness Among Young Adults

Rogério Augusto Bordini, Oliver Korn | 87

Mental Health of Twitch Streamers During COVID-19

Kelli Dunlap | 103

The End is Never The End is Never The End

A Conclusion

Miruna Vozaru | 117

ATMOSPHERES

Introduction: Slow Play

Notes on Enveloping Ambience in Video Games

Sonia Fizek | 129

Cool Games, Cool Japan

Staged Atmospheres in CYBERPUNK 2077 and GHOST OF TSUSHIMA

Anh-Thu Nguyen | 147

“Wind's howling.” Meteorological Phenomena as Atmospheres in Digital Games

Magdalena Leichter | 161

I Don't Feel at Home in this Game Anymore

A Closer Look at Uncanny Atmospheres in Walking Simulators

Katja Aller | 177

Generative Atmospheres

Ambient Modes of Experience in Digital Games

Vadim Nickel | 195

Sounding the Atmosphere

Björn Redecker | 209

Systemically Implied Atmospheres

Towards a Mechanistic Understanding of Atmosphere in Pen and Paper Roleplaying Games

Jonathan Jung Johansen | 227

Conclusion: Toward an Atmospherology of Digital Games

Felix Zimmermann | 243

Contributors | 255