



# **Rise of the Videogame Zinesters: How Freaks, Normals, Amateurs, Artists, Dreamers, Drop-outs, Queers, Housewives, and People Like You Are Taking Back an Art Form**

*Anna Anthropy*

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"Anna Anthropy is a key personality in the ongoing paradigm shift that is slowly changing the way videogames are understood, by creators and players, and by the wider culture."

—Patrick Alexander, Eegra.com

"Equal parts autobiography, ethnography, and how-to manual, this book concisely makes the case for the unique power of 'zinester' games."

—Adam Parrish, NYU's Interactive Telecommunication Program (Tisch School of the Arts), and author of the ZZT game "Winter"

"These days, everybody can make and distribute a photograph, or a video, or a book. *Rise of the Videogame Zinesters* shows you that everyone can make a videogame, too. But why should they? For Anna Anthropy, it's not for fame or for profit, but for the strange, aimless beauty of personal creativity."

—Ian Bogost, Director, Graduate Program in Digital Media, Georgia Institute of Technology

"*Rise* is a great guidebook to understanding—and more importantly, participating in—this dynamically evolving culture."

—Jim Munroe, co-founder of the Hand Eye Society and the Difference Engine Initiative

"Here, Anna Anthropy demonstrates how people from every background and walk of life are breaking free of the commercial cowardice of major publishers, and bringing their individual visions of the game to life. . . . If game design is to be an art, as those of us who love games fervently hope, it must be rescued from its crushing commercial pressures. You can be a part of its future."

—Greg Costikyan, author of *I Have No Mouth and I Must Scream*

"Anna gives the world of video games a crucial perspective from her seat of authority within outsider culture, and illustrates how essential it is for the space to empower voices of all kinds if it is to evolve."

—Leigh Alexander, editor-at-large of *Gamasutra*

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