



Newsgames: Journalism at Play (MIT Press)

Ian Bogost, Simon Ferrari, Bobby Schweizer

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Journalism has embraced digital media in its struggle to survive. But most online journalism just translates existing practices to the Web: stories are written and edited as they are for print; video and audio features are produced as they would be for television and radio. The authors of *Newsgames* propose a new way of doing good journalism: videogames. Videogames are native to computers rather than a digitized form of prior media. Games simulate how things work by constructing interactive models; journalism as game involves more than just revisiting old forms of news production. *Wired* magazine's game *Cutthroat Capitalism*, for example, explains the economics of Somali piracy by putting the player in command of a pirate ship, offering choices for hostage negotiation strategies. Videogames do not offer a panacea for the ills of contemporary news organizations. But if the industry embraces them as a viable method of doing journalism -- not just an occasional treat for online readers -- newsgames can make a valuable contribution.

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