Contents

Dîlan Canan Çakir, Anna Kinder and Sebastian Möring
Games & Literature: Introduction 9

Bruno Dupont and Hélène Sellier
Visual References to Game Culture in Gamer Literature Book Covers: Two Studies 19

Astrid Ensslin and Maud Ceuterick
"I Was the Person Who Wasn't There": Absence-in-Presence and Empathy in Readers of Literary VR Fiction 48

Dipannita Ghosh
Big Worlds on Small Screens: A Look at Interactive Digital Narratives Playable on Mobile Applications 62

Manoj Jayakumar
Bildung and Gothic as Playful Perspectives in *Spec Ops: The Line* and *The Wanderer: Frankenstein's Creature* 73

Niklas Nylund
From Fantasy Classic to Vernacular Video Game: *LORD* as a Participatory Adaptation of Tolkien's Legendarium 84

Anna Seidel
Staging the Right to the City and its Impossibility *A Comparative Analysis of Spatial Strategies in Literary Texts and Video Games about War* 104

Stefan Köhler
Speaking Entire Worlds Into Existence *Generative AI as (Co-)Author(?) in Game Developmen*t . . 116

Christian A. Bachmann
The Garden of Folding Paths: Interactive Toy Books and Digital Games 129

Lena Falkenhagen
Quartet of Games Culture: The Garden of Forking Paths . 144

Sebastian Möring
The Care Motif in *Life Is Strange: True Colors* 152

Andreas Lange
The Digital Transformation of the Cultural Heritage Sector 165

Vera Piontkowitz
Video Games as an Archive for Intangible Cultural Heritage 182

Yu Hao and Jiadong Qiang
Re-materialising Immortality:
Intermaterial Relations in Cultivation Game Design 195

René Bauer and Beat Suter
Archiving Digital Interactive Games
From the Perspective of Game Design 207

Alex Holz and Heinz Werner Kramski
To Preserve and Provide
Games at the German Literature Archive Marbach, an Interim Report 232

Csongor Baranyai
Save the Trees!
Or: The Importance of Preserving the Process 245

Gyoonho Kong
Emulating the Experience:
Walter Benjamin's Constellated Archiving of Video Games 260

Mario Donick
Retro-Romanticism or Preservation of Cultural Memory?
Forms and Significance of Archiving and Providing Access to Old Digital Games 269

Joy DuBose
Video Game Cataloging:
A Never-Ending Struggle of Technology Growth 284

Eugen Pfister and Adrian Demleitner
Why We Thought It Was a Good Idea
to Build a DACH Games Database 291

Hanns Christian Schmidt
How to Read a Game
Game Literacy in the Distortion Mirror
of Participatory Culture 303

Mário Gomes
Cave and Code
A Poetological Reading of "Colossal Cave Adventure" . . . 318

Stefan Höltgen
Reading the Subtexts of Games
Philological Perspectives on Game Source Codes
as a Contribution to Software and Knowledge Preservation 330

About the Authors 348