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Chris Bateman is a game designer, outsider philosopher and author, best known for the games Discworld Noir and Ghost Master, and the books Game Writing: Narrative

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A couple of months ago, when this site was still a germ of an idea waiting for a name (which took a long, long time to come - and yes, I did reject other ideas before

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I was lucky to attend a Screen7 event called Adventure-X on Saturday, and I ll be writing up a follow-up article ready for Christmas. For now, here s an interview

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Chris Bateman is a philosopher, game designer, and author and has a doctorate (pending corrections) in game aesthetics, to boot. He has written a series of books

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Chris Bateman Chris Bateman is a game designer, outsider philosopher and author, best known for the games Discworld Noir and Ghost Master, and the books G

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Episode Info. Episode Info: Chris Bateman is a game designer, outsider philosopher and author. His book Imaginary Games was published by Zero Books in 2011.

Books: imaginary games (paperback) by chris

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Chris bateman - wikipedia, the free encyclopedia

Dr. Chris Mark Bateman (born 1 January 1972) is a game designer, outsider philosopher and author, best known for the games Discworld Noir and Ghost Master, the books

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I enjoyed Imaginary Games a great deal, and it is interesting in particular in that it further explores the relation between art, fiction, and play from a

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Zero Squared #28: Imaginary Games. Chris Bateman is a game designer, outsider philosopher and author. His book Imaginary Games was published by Zero Books in 2011.

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