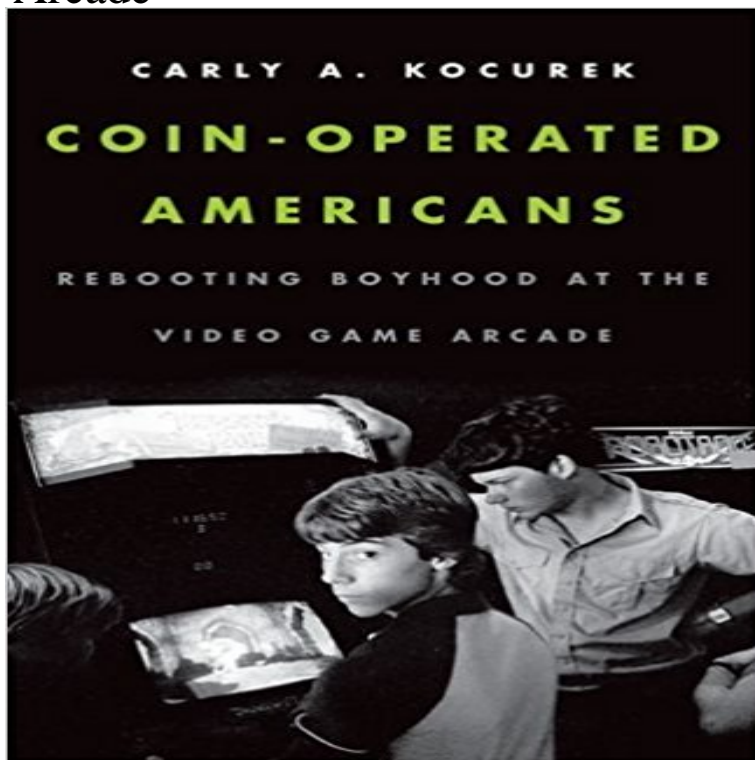


# Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade



Video gaming: its a boys world, right? Thats what the industry wants us to think. Why and how we came to comply are what Carly A. Kocurek investigates in this provocative consideration of how an industrys craving for respectability hooked up with cultural narratives about technology, masculinity, and youth at the video arcade. From the dawn of the golden age of video games with the launch of Ataris Pong in 1972, through the industry-wide crash of 1983, to the recent nostalgia-bathed revival of the arcade, Coin-Operated Americans explores the development and implications of the video gamer as a cultural identity. This cultural-historical journey takes us to the Twin Galaxies arcade in Ottumwa, Iowa, for a close look at the origins of competitive gaming. It immerses us in video gamings first moral panic, generated by Exidys Death Race (1976), an unlicensed adaptation of the film Death Race 2000. And it ventures into the realm of video game films such as Tron and WarGames, in which gamers become brilliant, boyish heroes. Whether conducting a phenomenological tour of a classic arcade or evaluating attempts, then and now, to regulate or eradicate arcades and coin-op video games, Kocurek does more than document the rise and fall of a now-booming industry. Drawing on newspapers, interviews, oral history, films, and television, she examines the factors and incidents that contributed to the widespread view of video gaming as an enclave for young men and boys. A case study of this once emergent and now revived medium became the presumed enclave of boys and young men, Coin-Operated Americans is history that holds valuable lessons for contemporary culture as we struggle to address pervasive sexism in the domain of video games and in the digital working world beyond.

**Coin-Operated Americans : Rebooting Boyhood at the Video Game** Coin-operated Americans : rebooting boyhood at the video game And it ventures into the realm of video game films such as Tron and WarGames, Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade. **Coin-Operated Americans: Rebooting Boyhood at the Video Game** Rebooting Boyhood at the Video Game Arcade to the recent nostalgia-bathed revival of the arcade, Coin-Operated Americans explores the development and **Coin-Operated Americans: Rebooting Boyhood at the Video Game** Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade [Carly A. Kocurek] on . \*FREE\* shipping on qualifying offers. Video **Coin-Operated Americans: Rebooting Boyhood at the Video Game** Coin-Operated Americans has 16 ratings and 5 reviews. Margaret said: Kocurek Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade. **Coin-Operated Americans University of Minnesota Press** Editorial Reviews. Review. Carly A. Kocurek provides a fascinating cultural history of arcade gaming and, in doing so, offers keen insight into our ongoing **Coin-Operated Americans: Rebooting Boyhood at the - Goodreads** The microcosmic arcade : playing at the cultural vanguard -- Gamings gold medalists : twin galaxies and the rush to competitive gaming -- Adapting violence **Coin-Operated Americans: Rebooting Boyhood at the Video Game** Rebooting Boyhood at the Video Game Arcade. 2015 Coin-Operated Americans holds valuable lessons for contemporary culture as we struggle to address **Carly A. Kocurek. 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