



Toys, Games, and Media

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This book is a state-of-the-art look at where toys have come from and where they are likely to go in the years ahead. The focus is on the interplay between traditional toys and play, and toys and play that are mediated by or combined with digital technology. As well as covering the technical aspects of computer mediated play activities, the authors consider how technologically enhanced toys are currently used in traditional play and how they are woven into childrens' lives. The authors contrast their findings about technologically enhanced toys with knowledge of traditional toys and play. They link their studies of toys to goals in education and to entertainment and information transfer.

This book will appeal to students, researchers, teachers, child care workers and more broadly the entertainment industry. It is appropriate for courses that deal with the specialized subject of toys and games, media studies, education and teacher training, and child development.

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