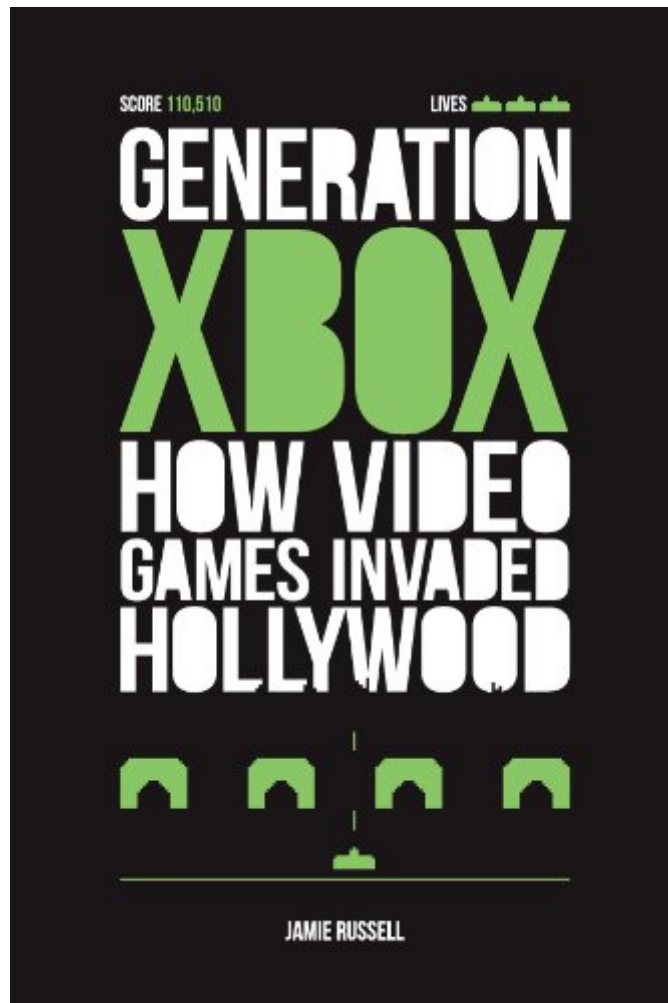


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# Generation Xbox: How Videogames Invaded Hollywood



## Synopsis

Hollywood is under attack from videogames. Movies defined the 20th century but games are now pushing them aside as the medium that captures our time, fascination and money. Generation Xbox digs into the love-hate relationship between games and cinema that has led us to this point. It's a story of disaster, triumph and Angelia Jolie in hot pants. Learn how Steven Spielberg's game-making dreams fell apart and why Silicon Valley pioneers wooed Stanley Kubrick. Discover the story behind the failed Halo movie, how videogame tech paved the way for Avatar, and what companies like Ubisoft and Valve are doing to take gaming to the next level. Based on more than 100 interviews with leading figures from videogames and Hollywood, Generation Xbox is the definitive history of an epic power struggle that has reshaped the entertainment landscape.

## Book Information

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## Customer Reviews

Those of us who have read Russell's "Book of the Dead: A Complete History of Zombie Cinema" can expect the same intelligent and sharp critique in his new book "Generation Xbox" which explores the relationship between cinema and the videogames industry. His astute, detailed analysis is packed into an absorbing, concise, fast-moving narrative that brings together Spielberg,

Kubrick, Atari, Nintendo, Silicon Valley, Lara Croft, Tomb Raider, The Matrix and Avatar. I am impressed by how Russell interviewed more than 100 games developers, film-makers, actors and executives in his research. He suggests that the nature of storytelling in film has been forever altered by the invasion of the computer games and graphics in Hollywood. Cutting-edge and insightful. If you are serious about videogames, cinema or computer graphics, this book is a real treat!

Book of the Dead: The Complete History of Zombie Cinema  
Queer Burroughs

The accounts and interviews bring to life the unique personalities and challenges that have cemented the video game industry as a major force of change in the film industry, even re-defining the future of story driven entertainment. What you read here is an account of what is a contemporary art movement, a period of time and actions that have changed the way storytelling and visual arts have developed and evolved within a matter of a few decades. In hindsight, future generations now have an amazing account of first hand interviews of the rise of a new genre of entertainment and arts as defining as the culture it quenches.

Generation Xbox: How Video Games Invaded Hollywood, it left me dumbstruck with the persuading arguments and interviews with countless game developers and movie directors. As a high school senior thinking of studying game development in the near future, this was the key to my curiosity. Jamie Russel narrates the challenging path that video games undertook to be where they are today; a vast and rapid-growing \$2 billion dollar industry. Starting from the very first game cartridge, to the first laser disc game, to Steven Spielberg's movie "Avatar" depending on games. This book takes you through time to prove how much better the entertainment industry is, rather than the diminishing movie industry. When it comes to the end of the first decade in the 21st century, Russell is quick to point this out. Iron Man made \$100 million in its opening weekend! But alas, poor Yorick, GTA (Grand Theft Auto) IV made three times as much in the first day sales! Video games overtook movies, it's as if they came from behind. All in all, as a serious game player, always anxious to get my hands on my controller I recommend this book to just about anybody. It contains a vast amount of information and interviews. If you are, or plan on being part of the film or gaming industry, this is the book you've been waiting for. Jump in. "Are you ready to play?" -Jamie Russell.

Generation Xbox is an excellent way to get to know what has happened from 40 years ago till now between game developers and Hollywood. Jamie Russell's storytelling ability keeps you not wanting to stop reading. Fantastic book!

Fascinating book for anyone researching or just wishing to learn more about the relationship between the film and video game industries.

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