## **Table of Contents**

Acknowledgments		7
Lis	at of Abbreviations	9
Int	troduction  Tom Bishop, Gina Bloom, and Erika T. Lin	11
Pa	ort I	
1.	The Player's Game The Activity of the Player in Early Modern Drama Stephen Purcell	41
2.	"The Madnes of Tenys" and the Commercialization of Pastimes in Early Tudor London David Kathman	69
3.	The Roll of the Dice and the Whims of Fate in Sixteenth- Century Morality Drama Katherine Steele Brokaw	89
4.	"The games afoote" Playing, Preying and Projecting in Richard Brome's <i>The Court Beggar Heather Hirschfeld</i>	115
Pa	art II	
5.	Playing with Paradoxes in <i>Troilus and Cressida</i> Patricia Badir	139
6.	Bowling Alone, or The Whole Point of No Return  Paul Menzer	159
7-	Playing (in) the Streets  Games and Adaptation in The Merchant of Venice  Marissa Greenberg	179

## Part III

8.	The Moods of Gamification in <i>The Tempest</i> Ellen MacKay	203
9.	Videogames and Hamlet Experiencing Tragic Choice and Consequences Rebecca Bushnell	229
10.	Shakespeare Videogames, Adaptation/Appropriation, and Collaborative Reception  Geoffrey Way	255
11.	Shakespeare, Game, and Play in Digital Pedagogical Shakespeare Games  Jennifer Roberts-Smith and Shawn DeSouza-Coelho	275
Ep	oilogue: Field of Play Gamifying Early Modern Theatre and Performance Studies Natasha Korda	303
In	dex	317