Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming. Ed. by Mark J. P. Wolf. Santa Barbara, CA: Greenwood, 2012. 2 vols. acid free $189 (ISBN 978-0-313-37936-9). E-book available (978-0-313-37937-6), call for pricing.

Video game scholarship is growing up and moving out of the basement, thanks in part to the growing body of work analyzing video games, researching the historical roots of electronic games, and studying gaming culture. *The Encyclopedia of Video Games* begins to fill a gap in reference material, providing selective coverage of systems, key figures, and other content associated with this pastime in short (generally two to four pages) entries.

Many entries provide surprisingly detailed historical information on topics such as hacking, tracing its evolution in popular culture through films, books, and in the context of gaming. Casual browsers or student researchers will enjoy the stories of the origins and legacies of arcade staples like the iconic Pac-Man, while the connection between Atari founder Nolan Bushnell and the Chuck E. Cheese restaurant chain may surprise. An effort is made to go beyond the major video game markets by including information on emerging markets in South America and Africa.

Company histories of game makers and systems such as Sega, Nintendo, Atari, and Electronic Arts (EA) collect knowledge of industry people and events in one title; the entries are not organized similarly, though, so comparisons between companies' marketing strategies, for example, cannot be made. The tone of the entries ranges from philosophical to scholarly to fact-based to informal, with references to further readings in journal articles and on websites. The style of the entries reflects the interests of the contributors. In fact, a secondary use of the set would be to identify researchers and developers of video games from the list of contributors.

Currency in print reference for technology-related topics is difficult to maintain, and possibly explains the encyclopedia's focus on established games, companies, and the history of games and gaming while skimming over more recent developments. Rather than attempting to cover all video games in the encyclopedia, representative game titles illustrate genres. Zynga's Farmville, for example, rates an entry, while other popular social games played through Facebook are excluded, as is mention of Facebook's role as a delivery platform.

I am not aware of other encyclopedias on video games, although there are related popular and scholarly titles on different combinations of video games, art, technology, and culture. The encyclopedia complements and updates such available works, including Steven L. Kent's *The Ultimate History of Video Games: From Pong to Pokemon* (Three Rivers Press, 2001) and the *Encyclopedia of Video Games* editor's own *Video Game Explosion* (Greenwood, 2007). Public, school, and academic libraries with gaming groups, programs in video game design and development, or students with interest in researching games may enjoy this title.— *Amy F. Fyn, Coordinator of Library Instruction, Kimbel Library, Coastal Carolina University, Conway, South Carolina*

First Amendment Rights: An Encyclopedia. By Nancy S. Lind and Erik T. Rankin. Santa Barbara, CA: ABC-CLIO, 2012. 2 vols. acid free $189 (ISBN 978-1-61069-212-0). E-book available (978-1-61069-213-7), call for pricing.

Considering the volatile social and political issues of today, controversies and challenges to the First Amendment will be a continual point of discussion in the United States. *First Amendment Rights: An Encyclopedia* is a highly readable, two-volume set geared towards secondary and college students studying government, politics, or public policy. This is not a book for advanced law or graduate students. It provides greater depth than the average encyclopedia, and it is best placed among sources in a subject guide for beginning students working on a paper or project on the First Amendment.

The team of contributors assembled by Lind and Rankin are all experts and scholars in their individual fields and include professors of law, public policy, political science, education, and communication and practicing attorneys. The language is accessible; the research is thorough.

Volume 1: Traditional Issues on the First Amendment begins with a lengthy overview of the First Amendment in the context of the twenty-first century. While the First Amendment is certainly complex, the organization of this volume could be problematic for the novice. For example, the chapter "Issues and Controversies in the First Amendment" is covered in great length. Then the chapters get more specific. For "Freedom of Association," twenty-first century issues are included in the same chapter. "Freedom of the Press" is then covered generally with a separate chapter on its twenty-first century issues. Due to the length of these chapters, this volume should have had its own index. At the end of volume 1 is an alphabetized appendix of pre-2008 cases to give additional information on the facts of the case, question, decision, and legal provision used within the chapters.

Volume 2: Contemporary Challenges to the First Amendment is the more usable of the set. It covers issues from the John Roberts Supreme Court, beginning with an overview then covering issues including Wiki Leaks, social media, electronic games, Muslims, and corporate First Amendment rights. There are bolded terms within the text that are then defined in a glossary on the last page of the chapter. This is ideal for those individuals who are new to the material. The "Notes" section, covering cases used in the text, is easy to use. The listed case names can be typed into any search engine for additional information.

This reference set compares well to similar items in the marketplace. The price is comparable and the scope of coverage is better than similar works. The e-book format will allow the necessary updates to occur seamlessly. This is a good reference source for those new to the various distinctions found within the First Amendment.—*Terry Darr, Library Director, Loyola Blakefield, Towson, Maryland*